N.A.T.U.R.E

NATURALLY A TERRIBLE URCHIN RUINS EVERYTHING

Design Works

N.A.T.U.R.E

Naturally A Terrible Urchin
Ruins Everything

Design Works

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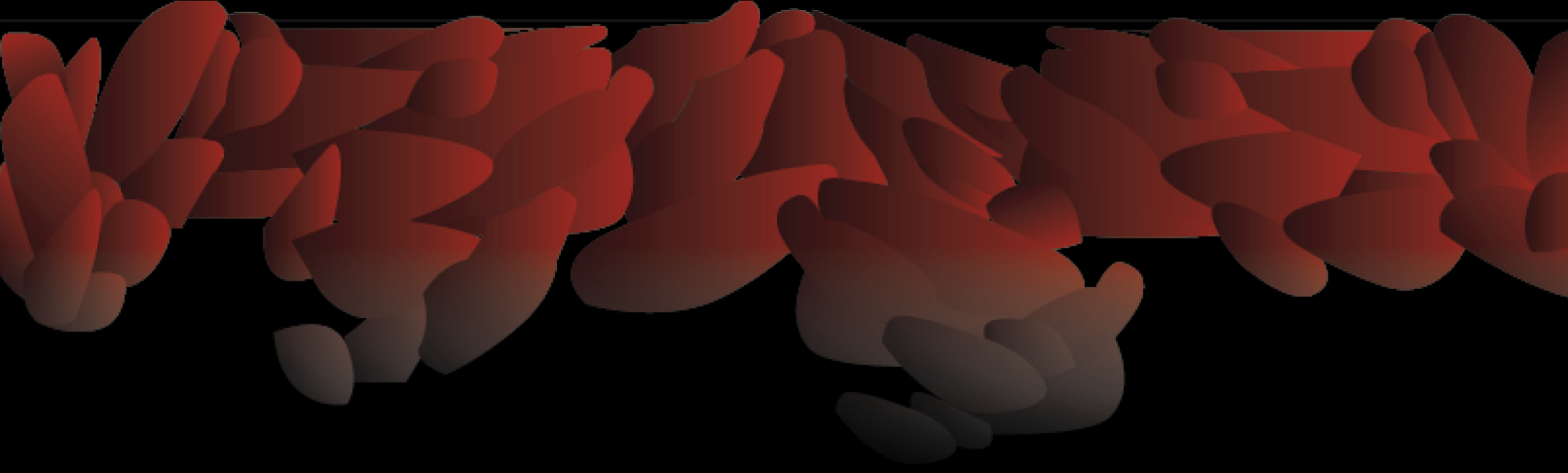
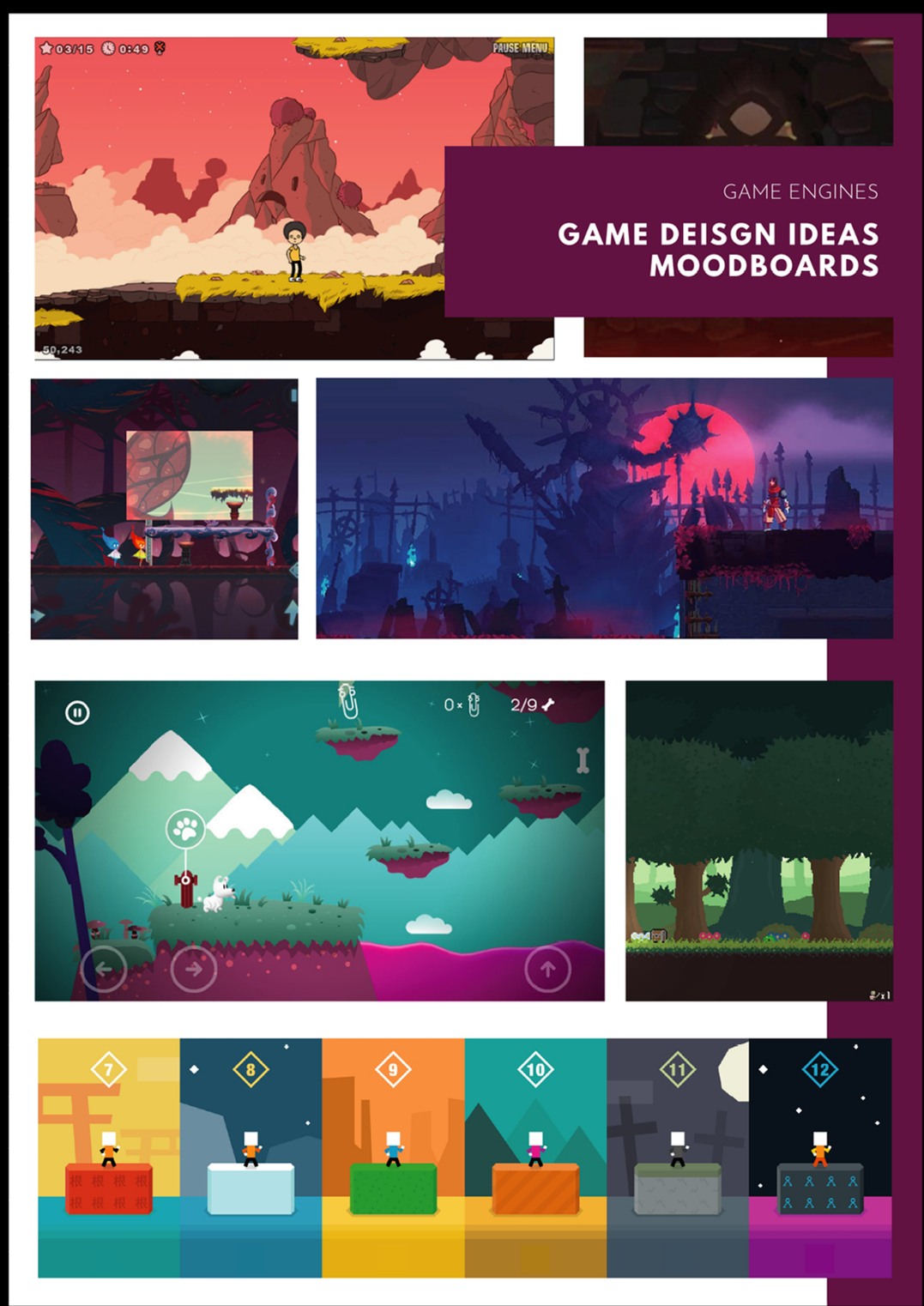
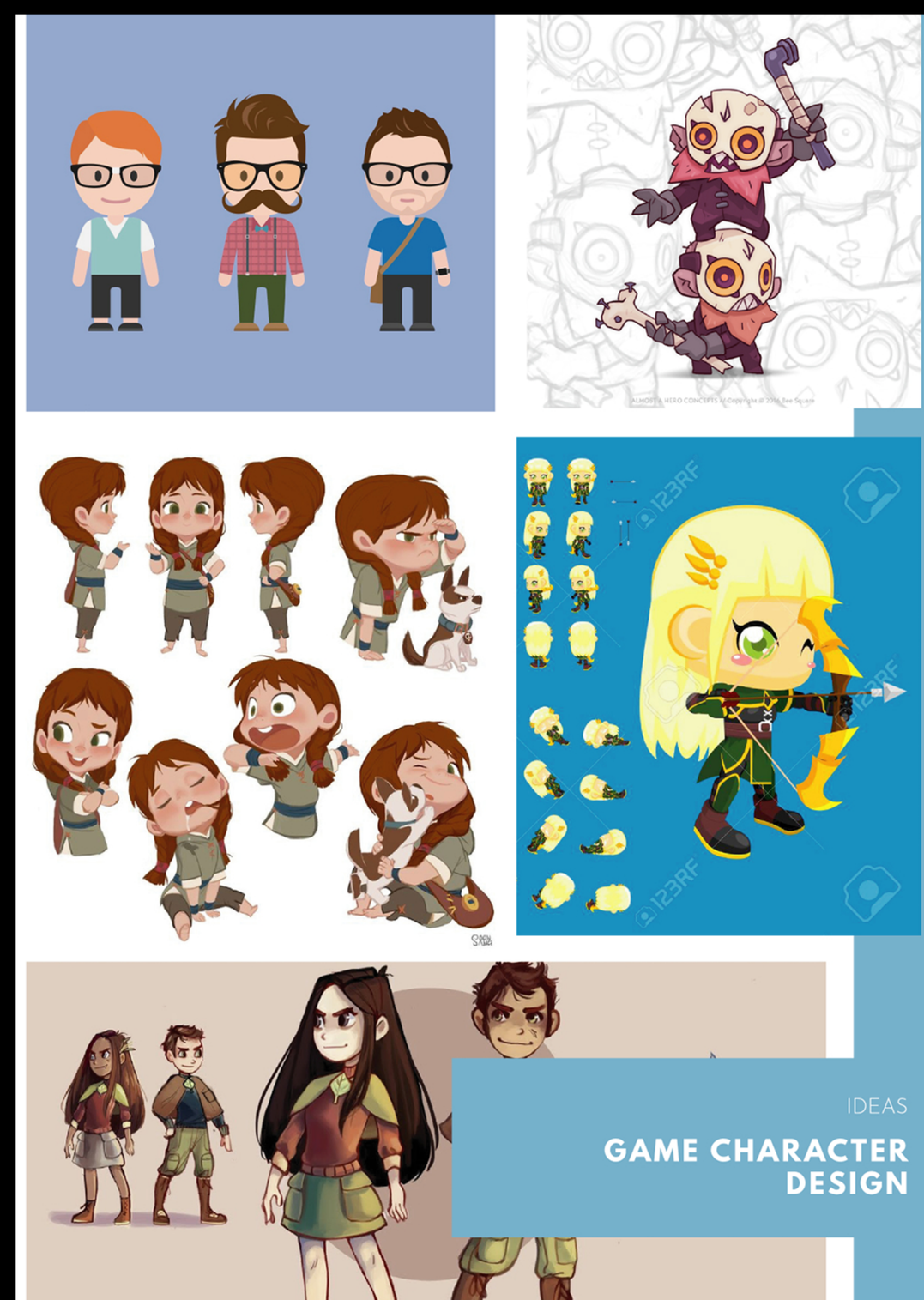


SECTION 1

Concept Art

preliminary moodboards

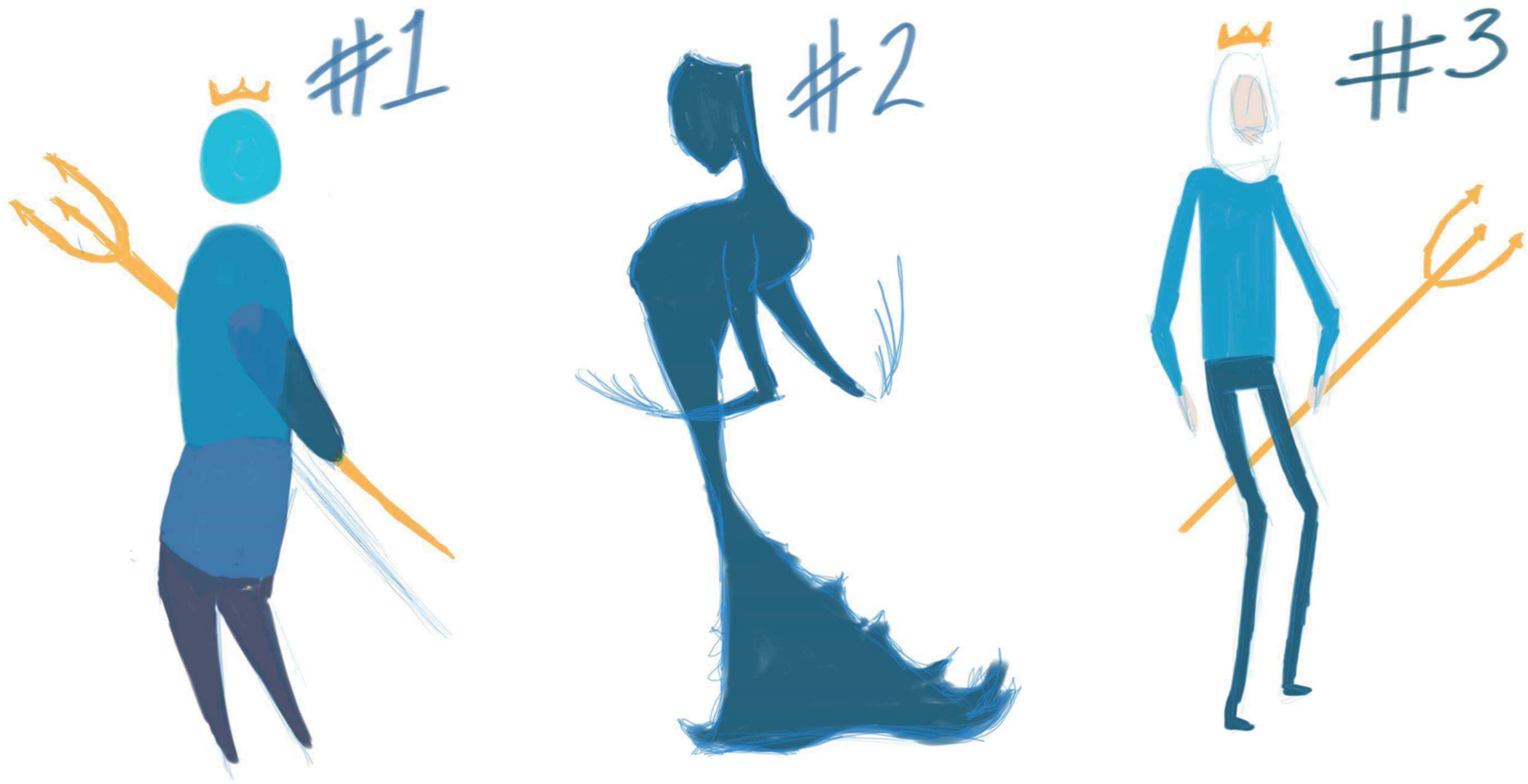




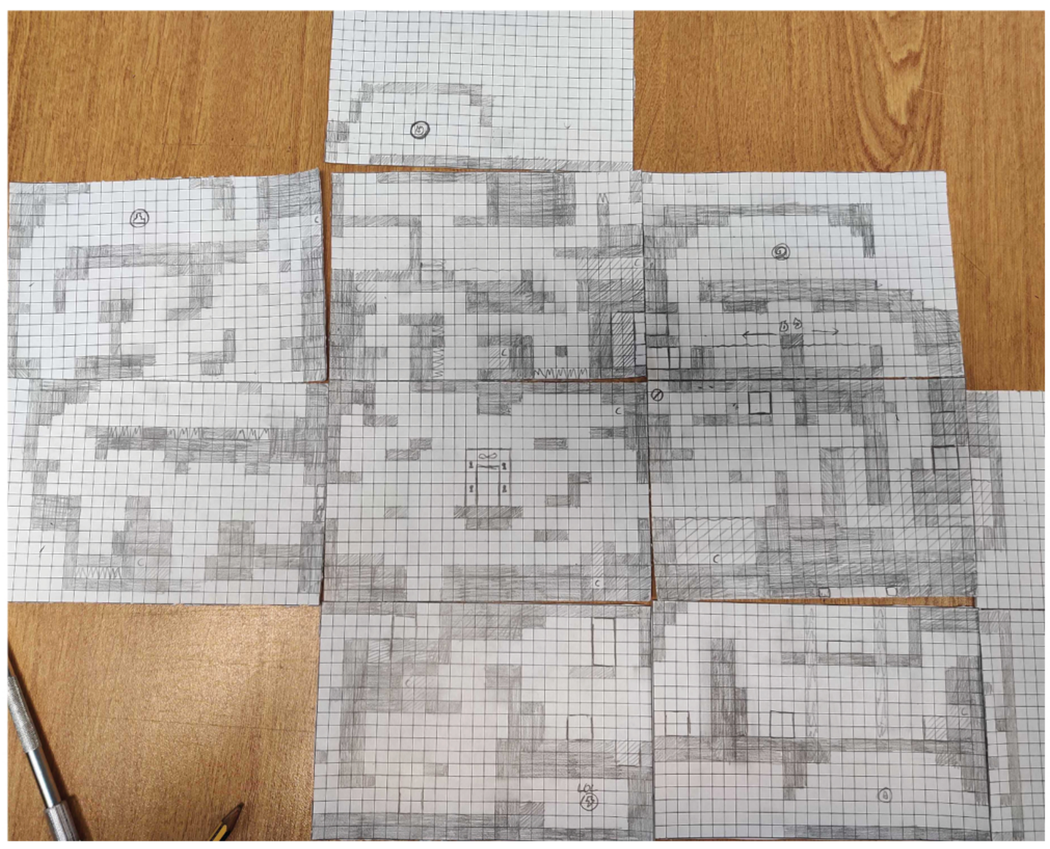
character sketches

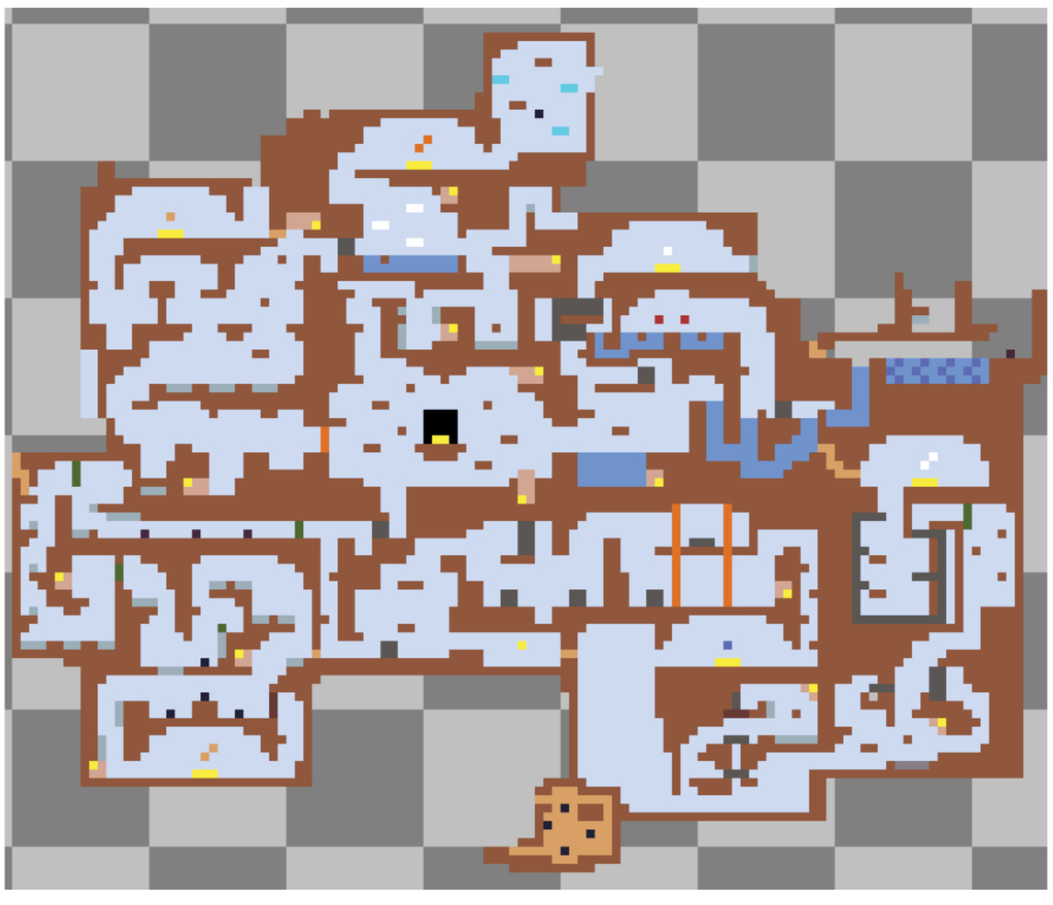
After the team came to an agreement on the theme of the game and genre, we started randomly sketching different possibilities for character design.

Preliminary enemy sketches.



Metroidvania





Preceding the first meetings, it was agreed upon that the game would be in the style of a Metroidvania, therefore the art team started prepping the map for testing and level design.

Metroidvania is a subgenre of action-adventure video games. Metroidvania games generally feature a large interconnected world map the player can explore, though access to parts of the world is often limited by doors or other obstacles that can only be passed once the player has acquired special items, tools, weapons or abilities within the game.

Acquiring such improvements can also aid the player in defeating more difficult enemies and locating shortcuts and secret areas, and often includes retracing one's steps across the map. Through this, Metroidvania games include tighter integration of story and level design, careful design of levels and character controls to encourage exploration and experimentation, and a means for the player to become more invested in their player character.

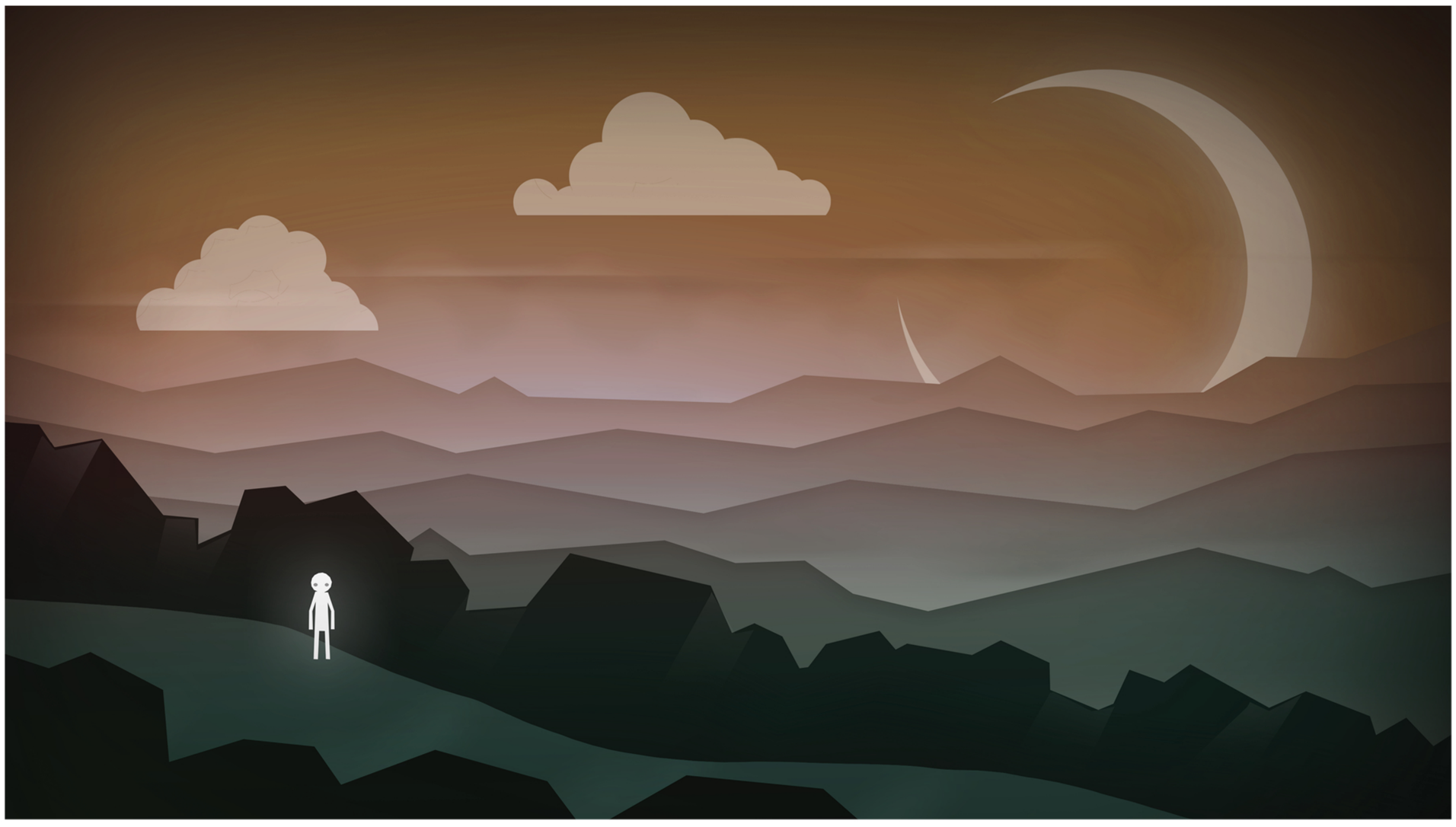
Metroidvania is generally associated with game levels or maps that are laid out as two-dimensional side scrollers, with the player character moving left, right, up and down through the level. These games typically are rendered using two-dimensional graphics therefore the art is to be two-dimensional.

SECTION 2

Environment

Metroidvania Game Level Design

Preparation work

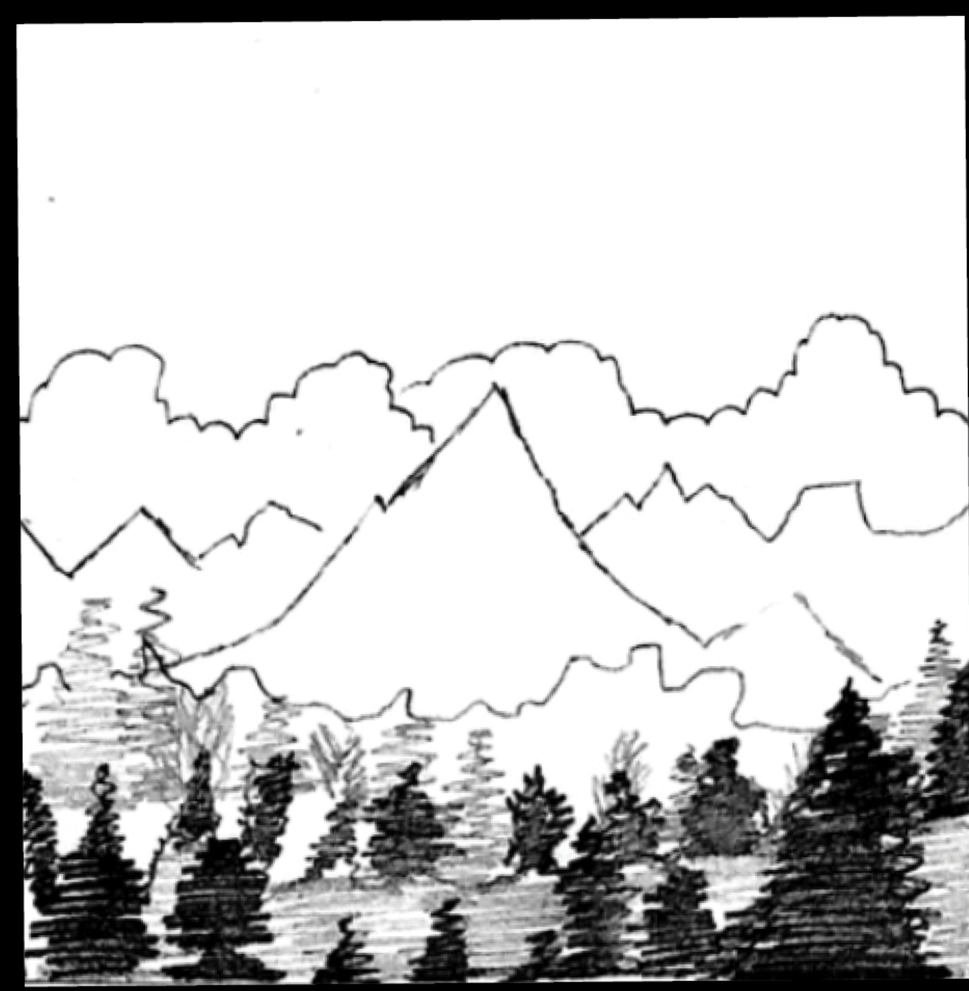


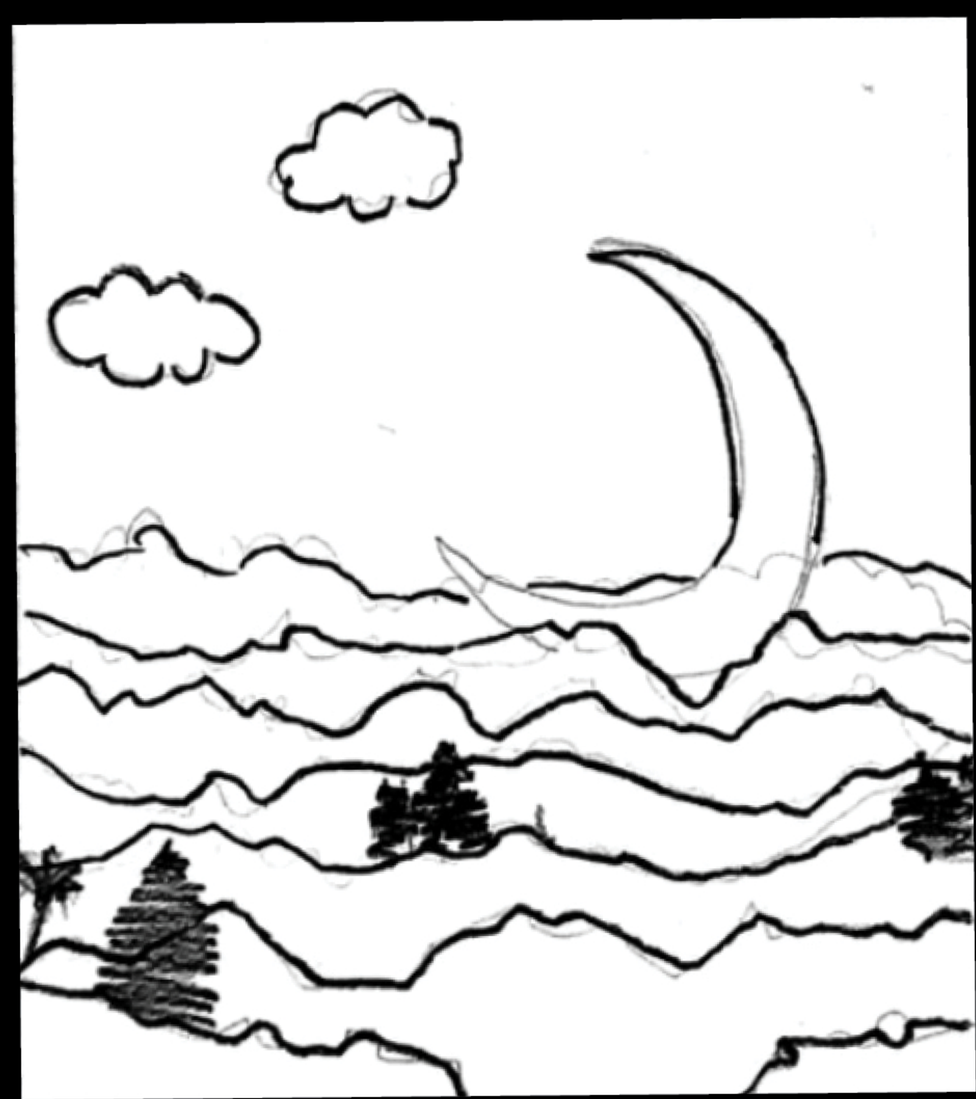
The creation of the Environments initiated with research on Metroidvania games. After the art team met and spoke about which style they wanted to use, it was agreed upon that they were to use a simplistic style, using flat colours for background (however with the introduction of certain gradients and shadows where necessary). This was essentially inspired from the game Firewatch.

We started the process of design by establishing the foreground and the background. From the image seen above one is not able to see the middle-ground. This was just a preliminary design so as to get an idea for style direction, and so that the entire art team can use this as reference to have consistent designs.

The backgrounds were to be created as still images (but these were created in a way that if the programming team desires the use of parallax for the backgrounds to appear more vivid, that is possible.) Moreover the characters were to be as simplistic as possible so as to stand out from the backgrounds. We also agreed that the tiles created later on should be dark coloured – in our case black so that this can help the character stand out even more.

In agreement with the writers team, we worked our backgrounds around their narrative together with the game design in general. Meaning we introduced the idea of the elements and based all background designs in accordance.

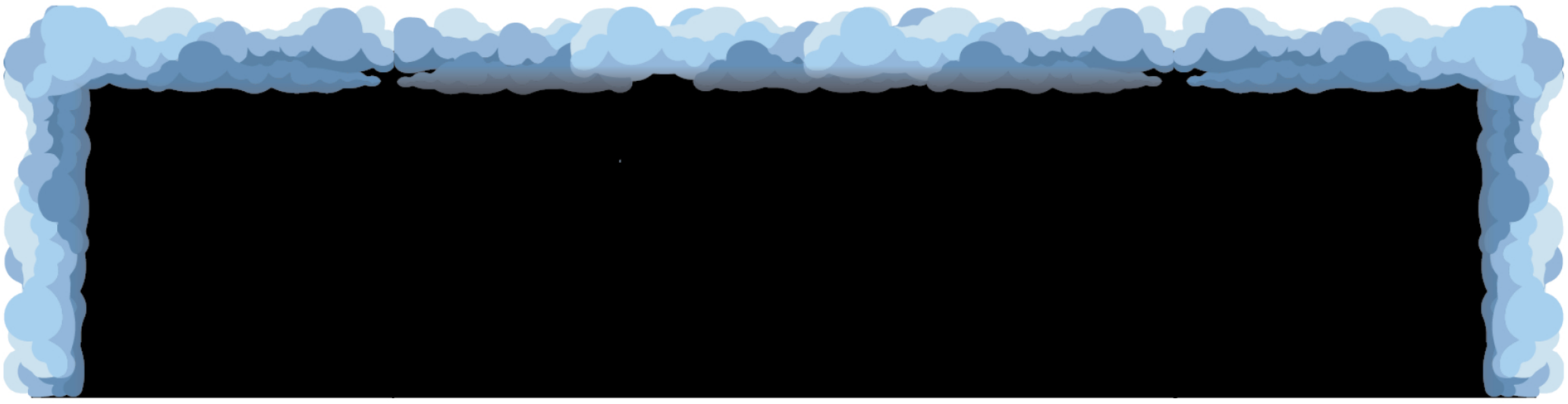




Background Design Sketches

Final Background Designs

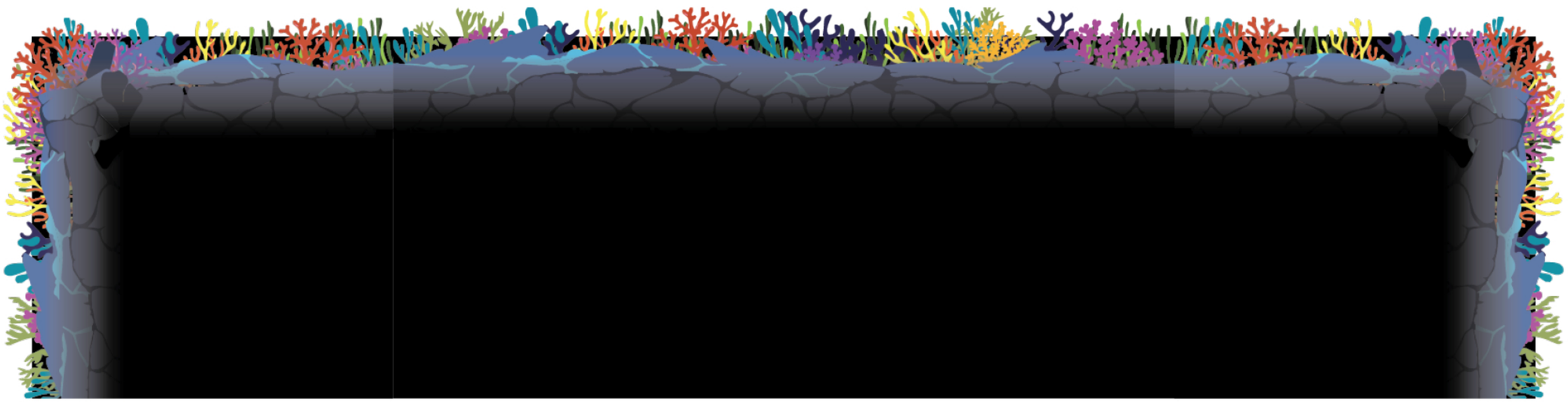
TILE DESIGNS



Air Tile Design

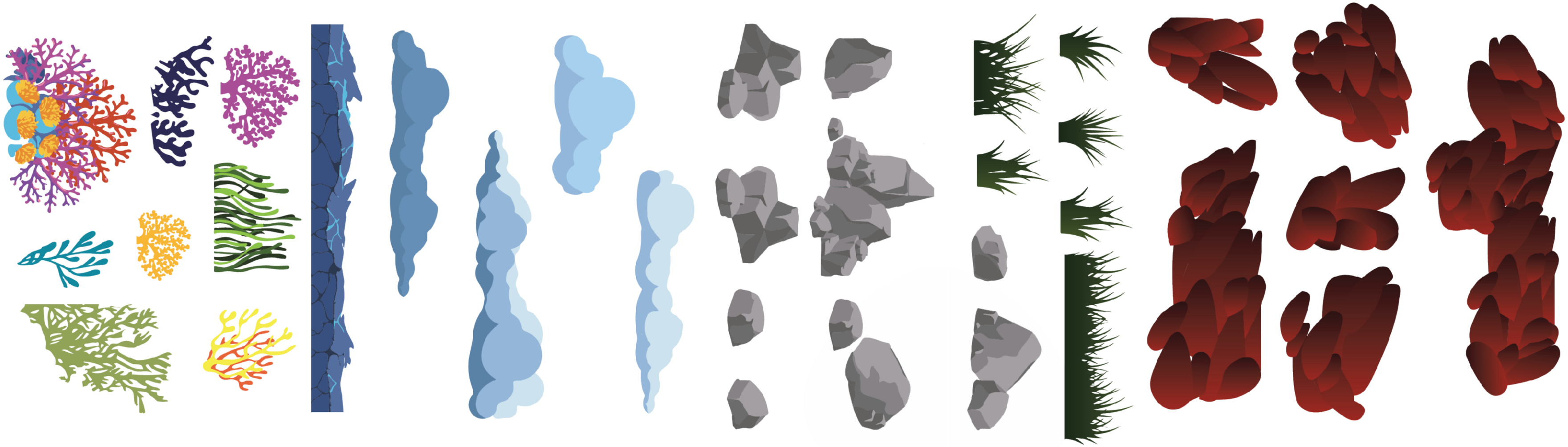
Earth Tile Design

Fire Tile Design



Water Tile Design

Extra tile decorations



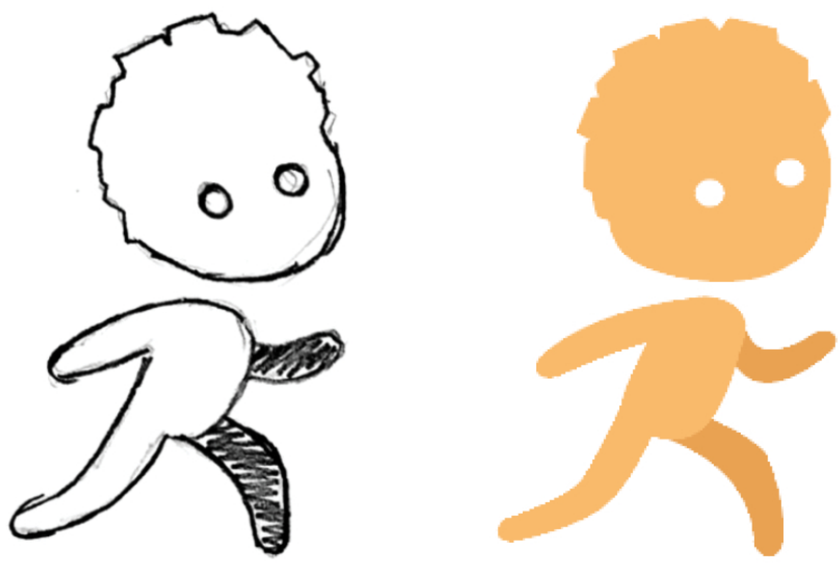
SECTION

3

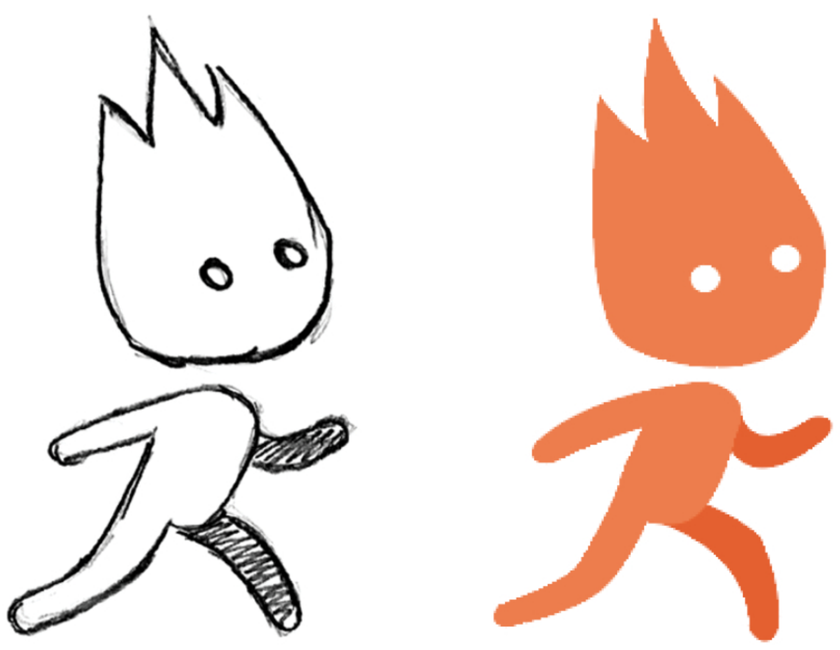
Characters

Protagonist Character Design

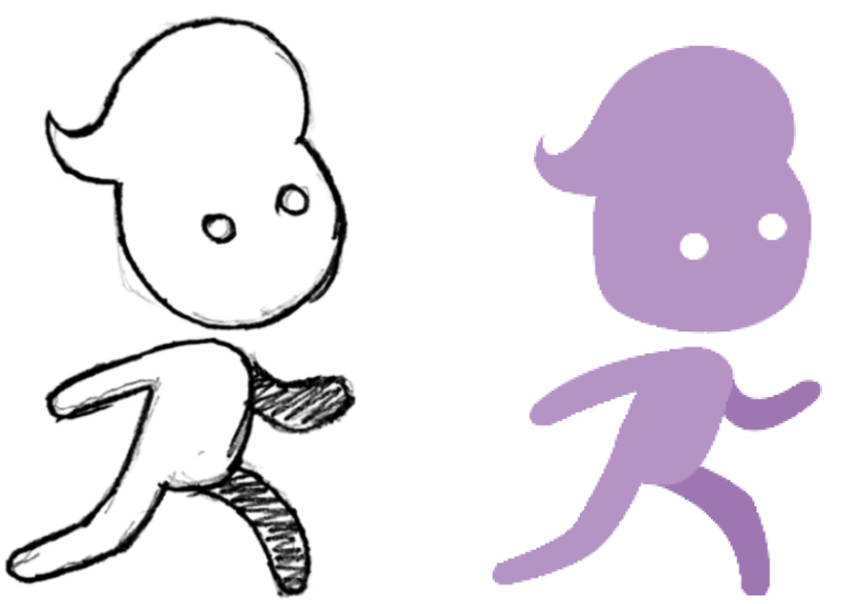
An important aspect of the game is the different elements, that the gameplay is based on. Because of this element, we needed to introduce a protagonist that changes visually according to his abilities.



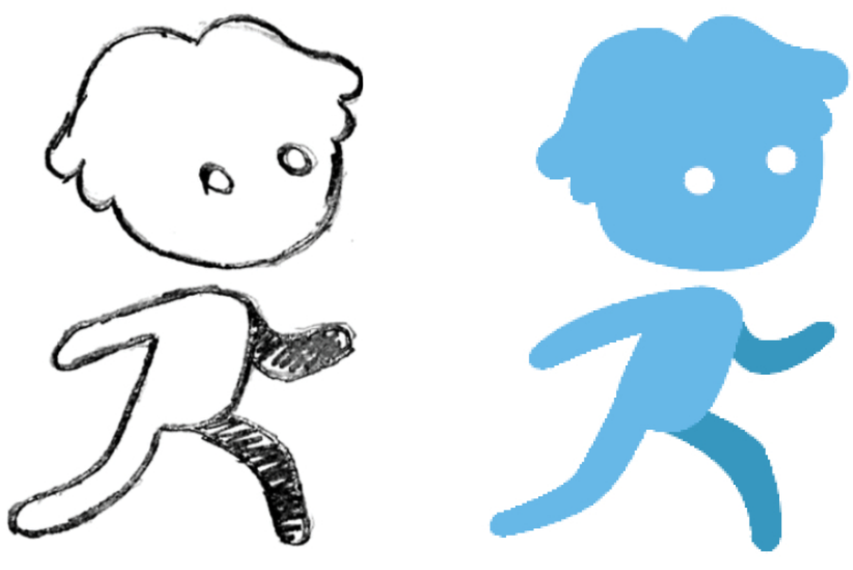
Earth Element Character Design



Fire Element Character Design

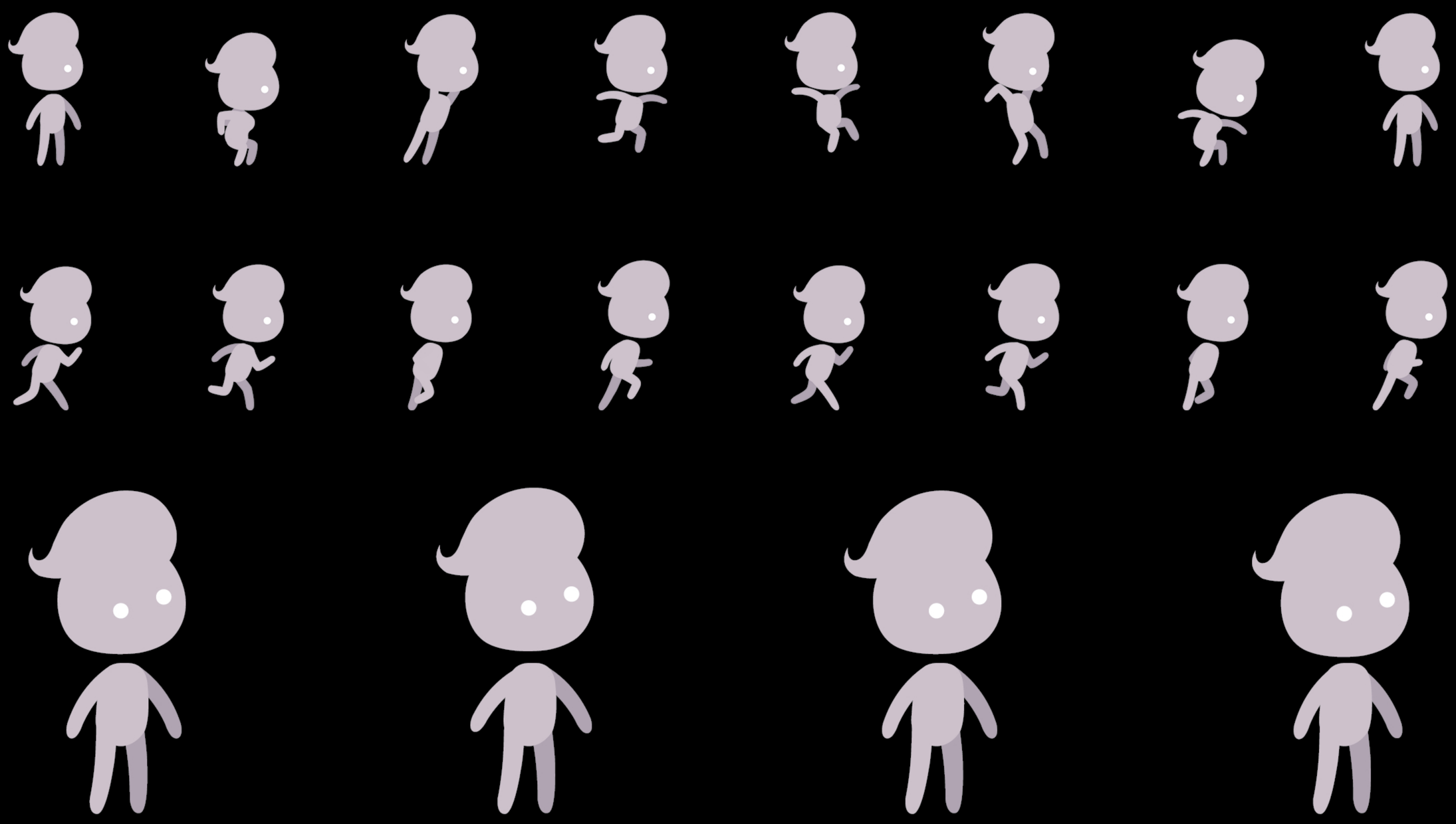


Air Element Character Design

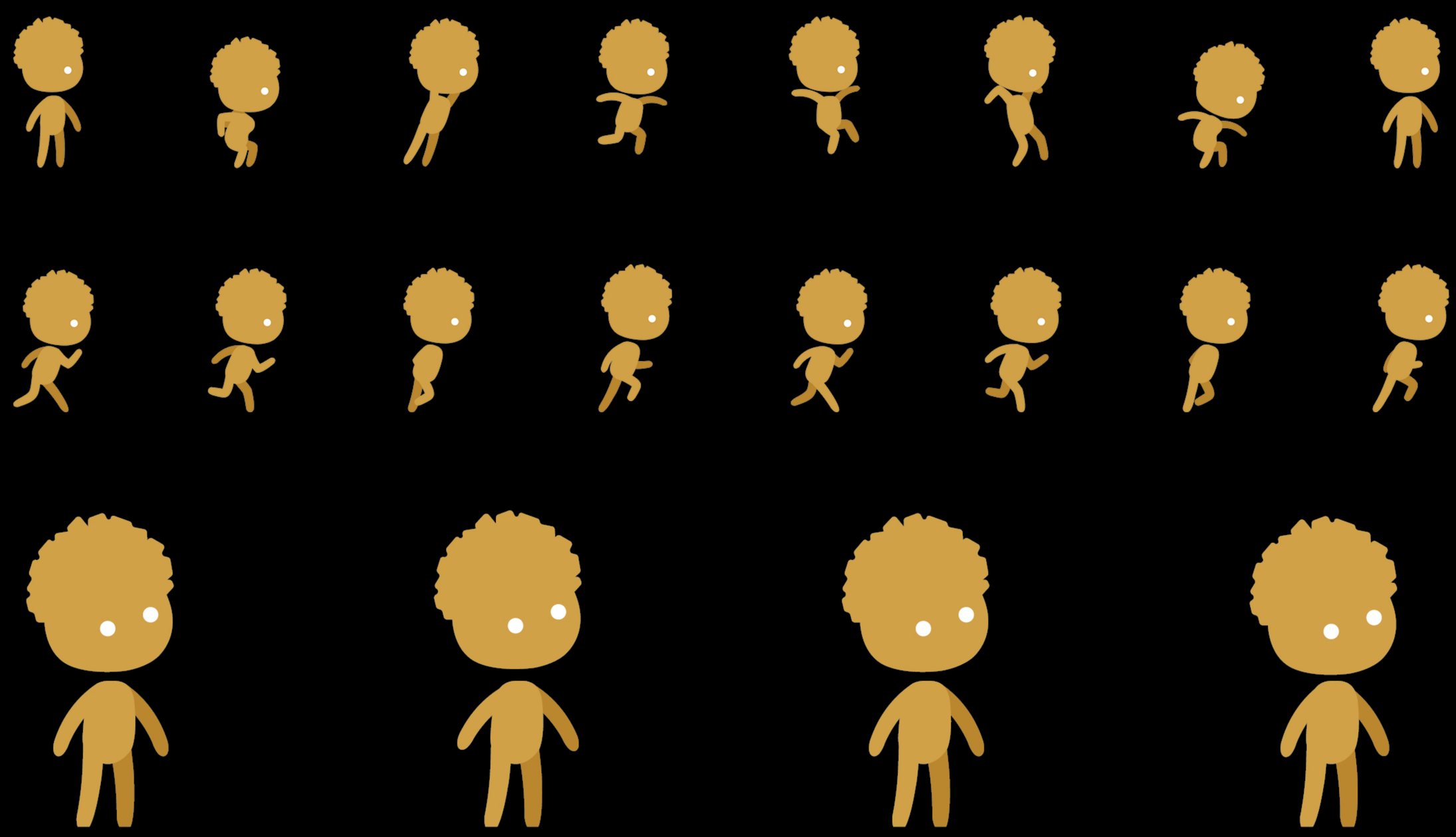


Water Element Character Design

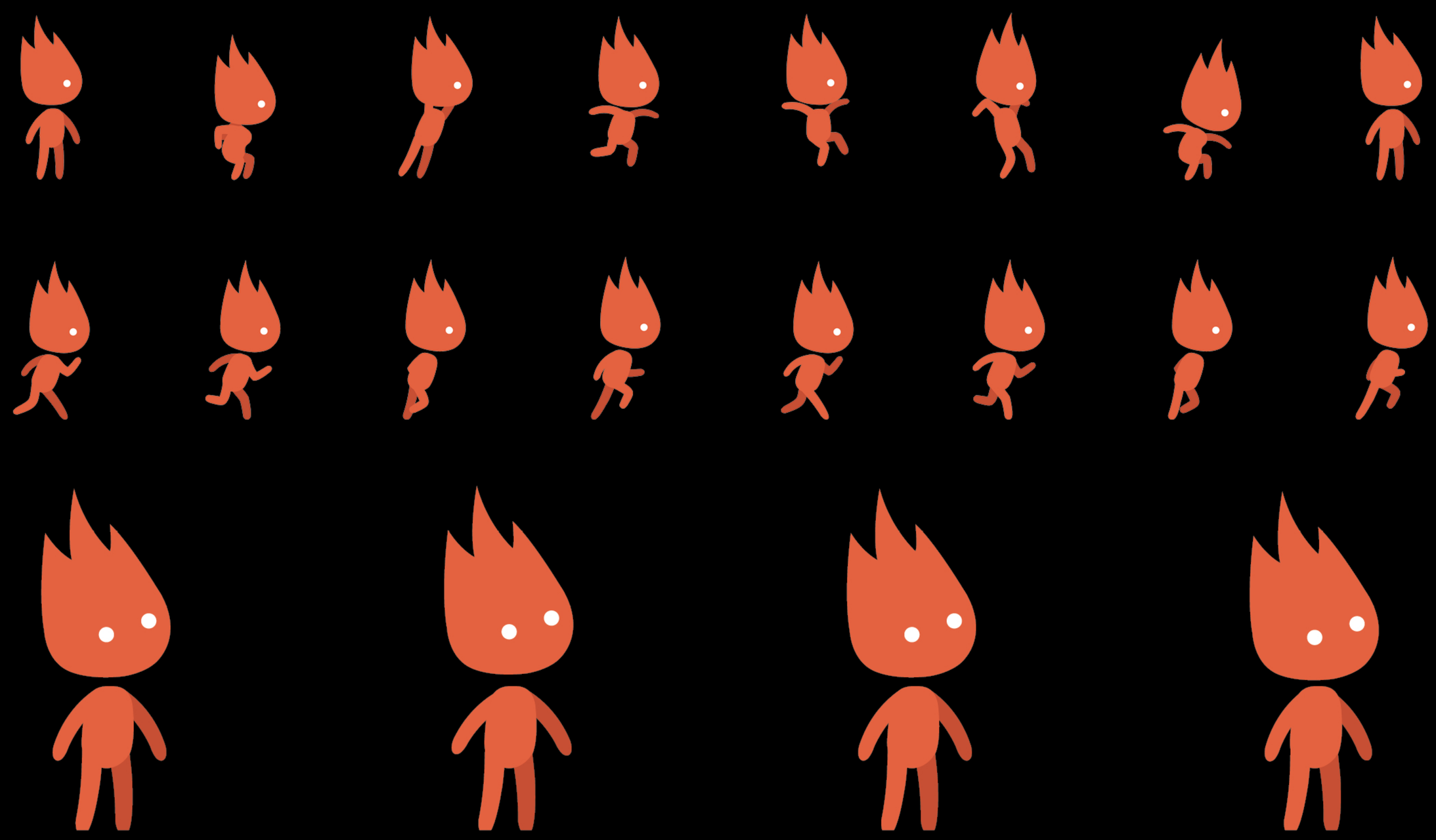
Air Character Animations



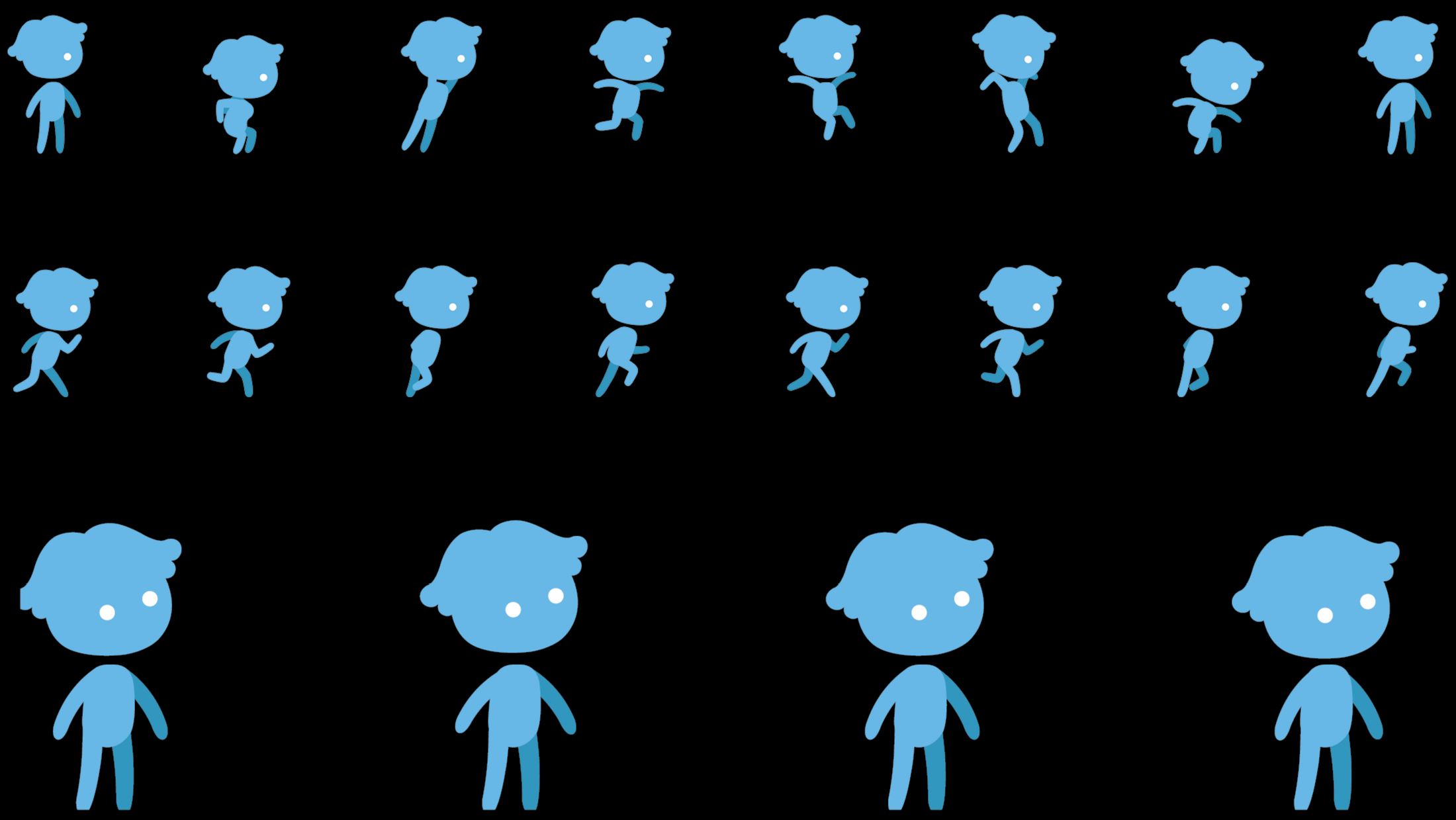
Earth Character Animations



Fire Character Animations

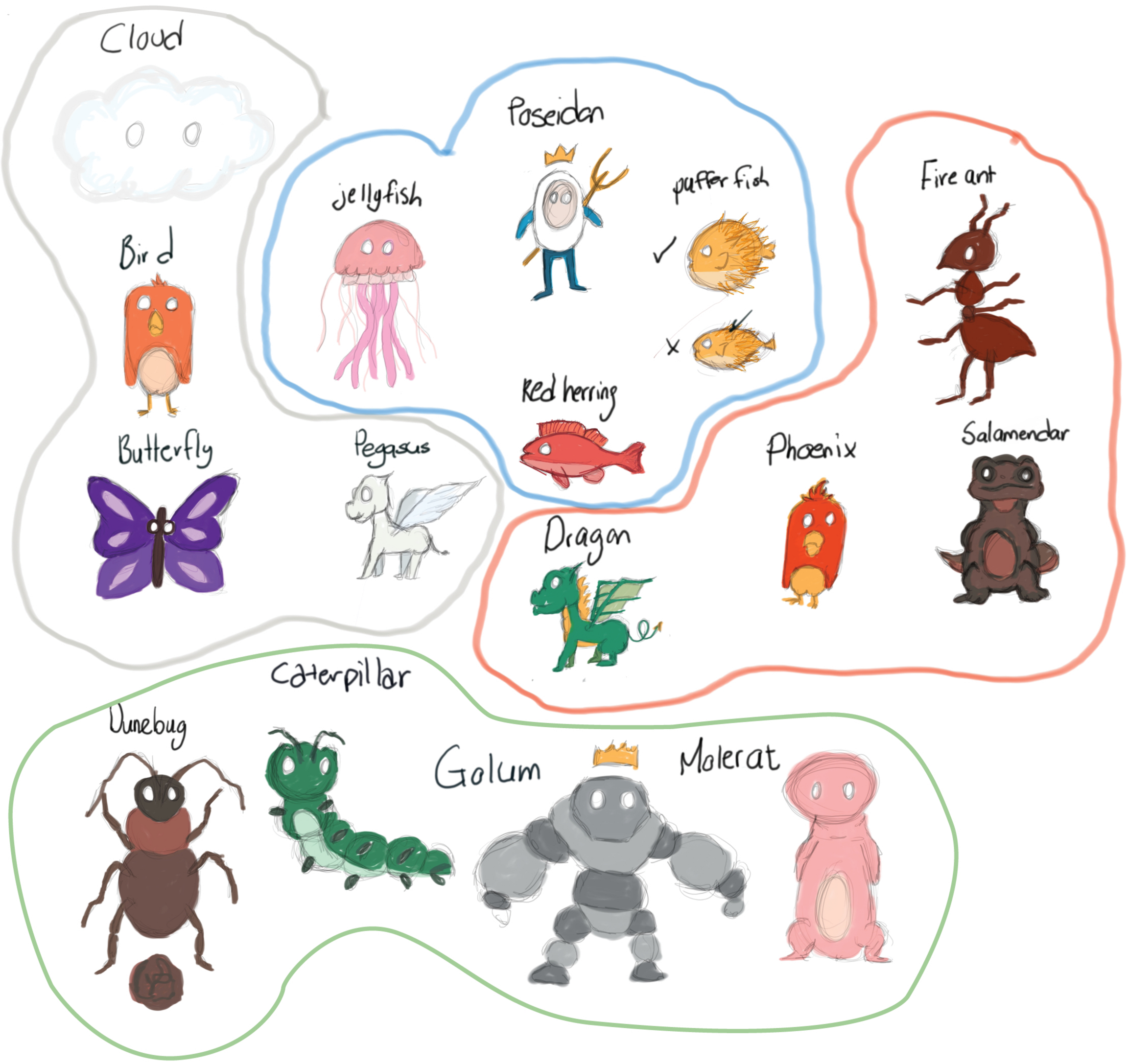


Water Character Animations



Antagonists Character Design

An important aspect of the game is the different elements, that the gameplay is based on. Because of this element, we needed to introduce different antagonists according to the area the character is situated at.

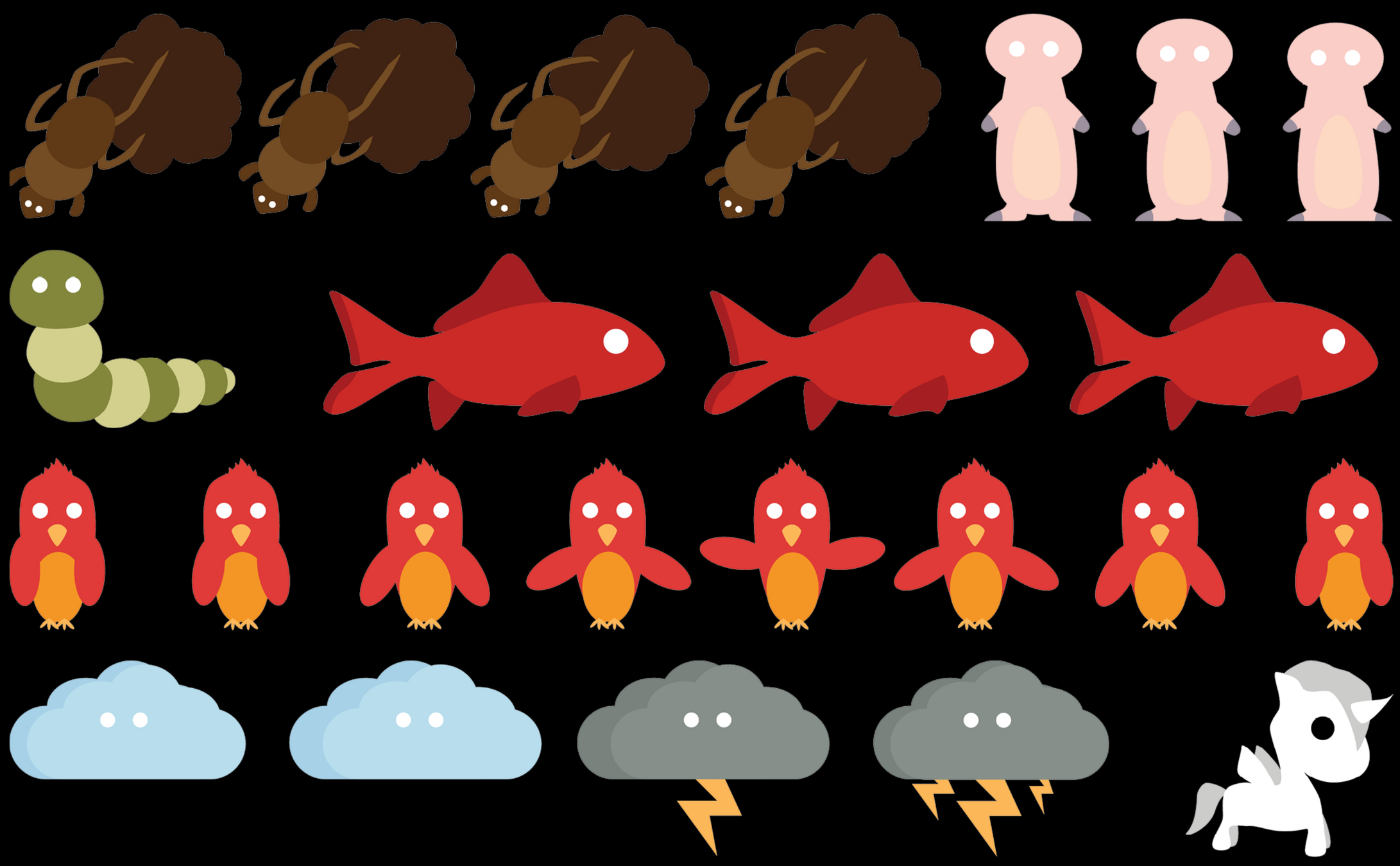


Earth Element Character Design

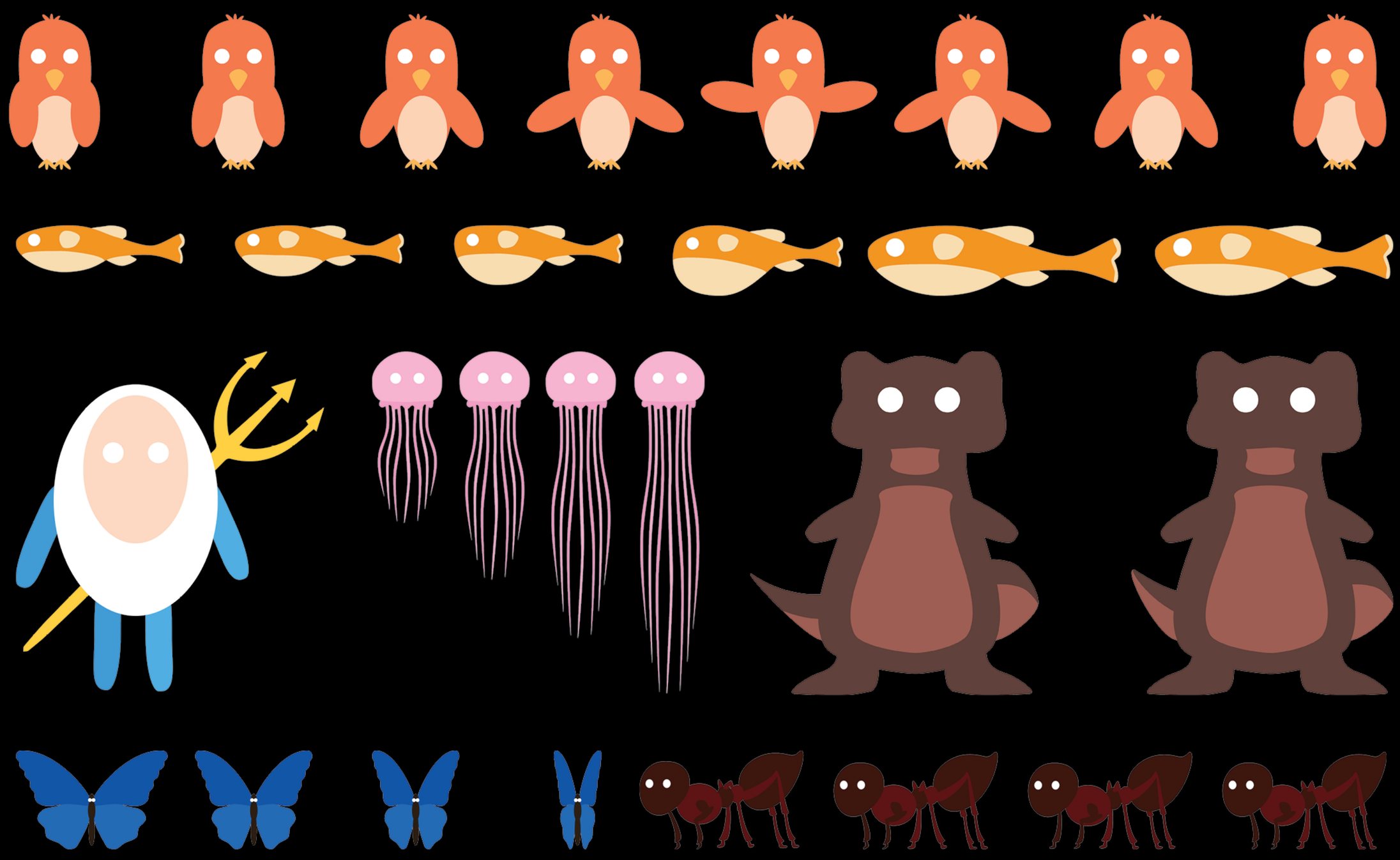
Fire Element Character Design

Air Element Character Design

Water Element Character Design

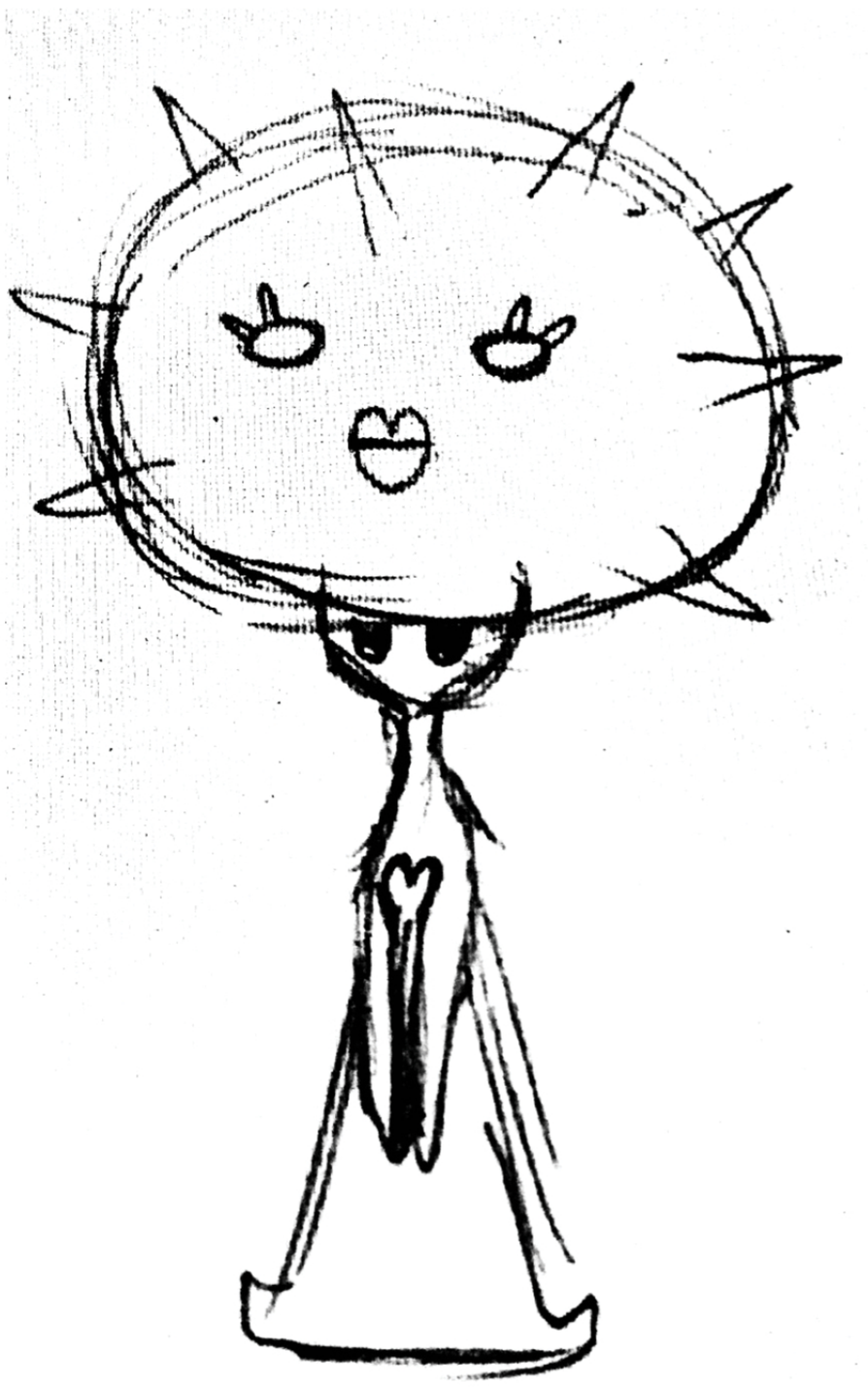


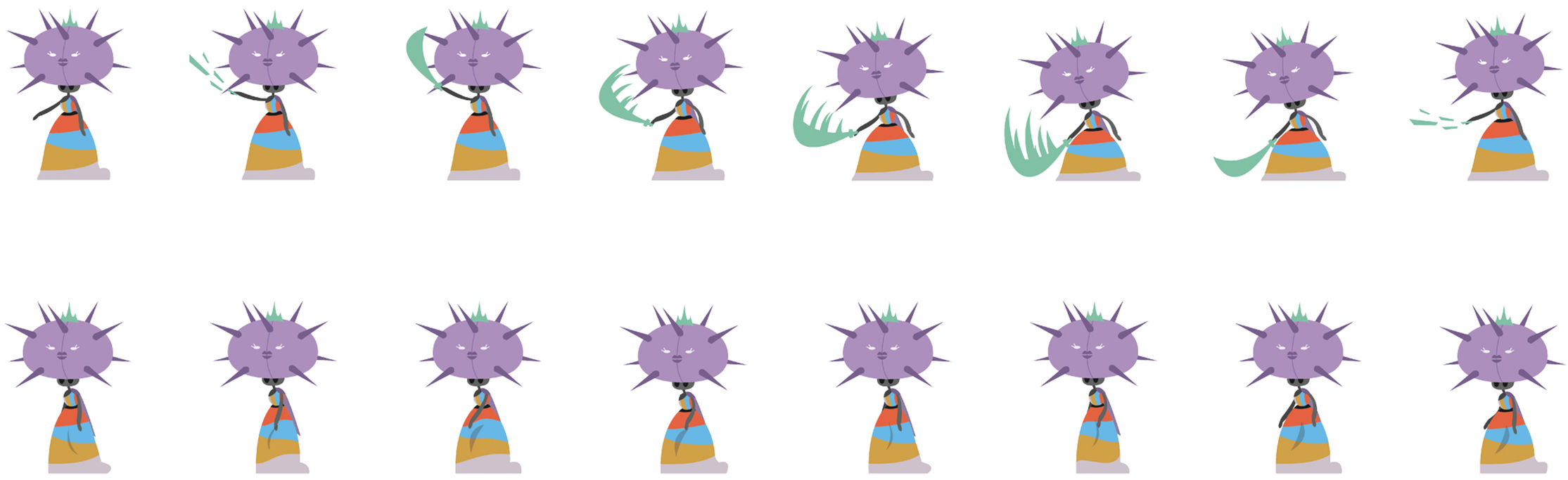
Antagonist Character Designs

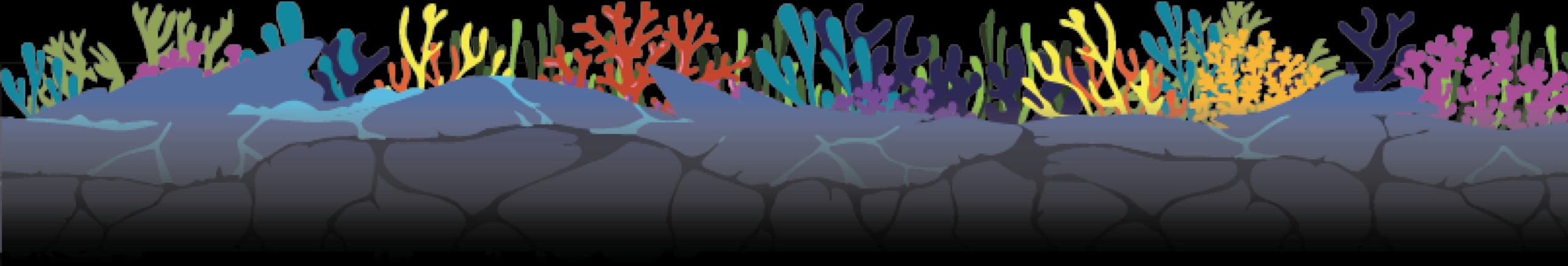


Final Boss Character

The other major character, besides the protagonist, is Mother Nature who is a goddess with the body of a woman and the head of an urchin. She is responsible for sending the hero on their journey throughout the world to retrieve the artefacts.





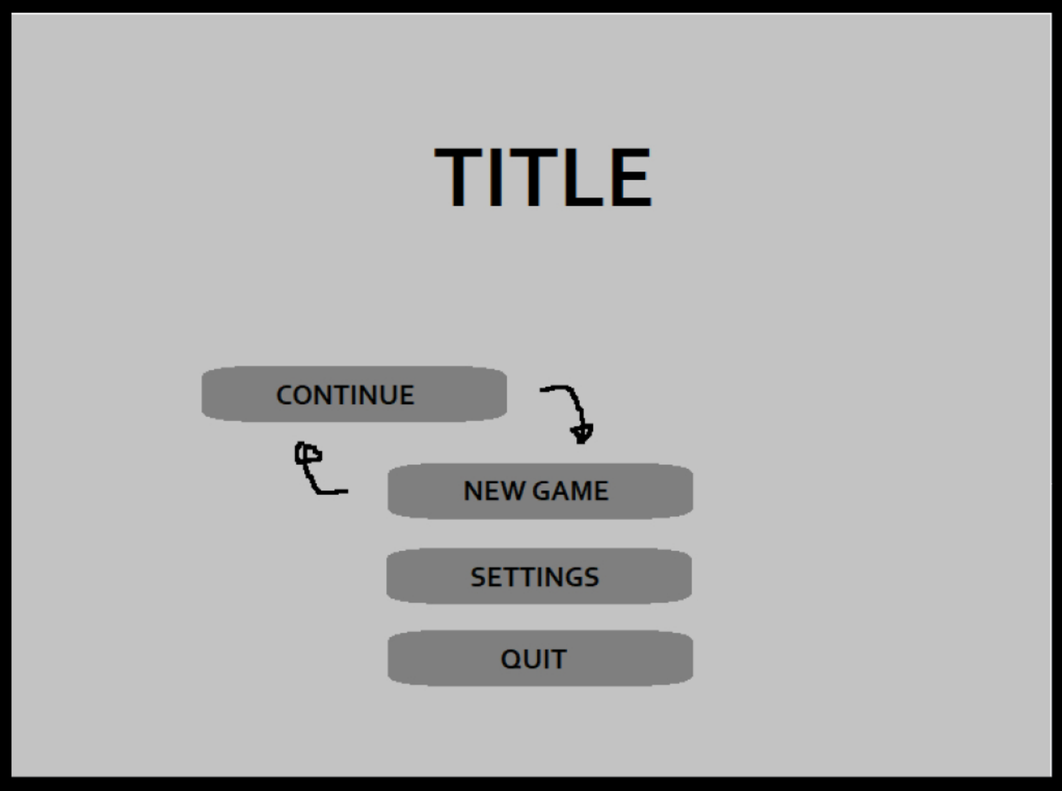


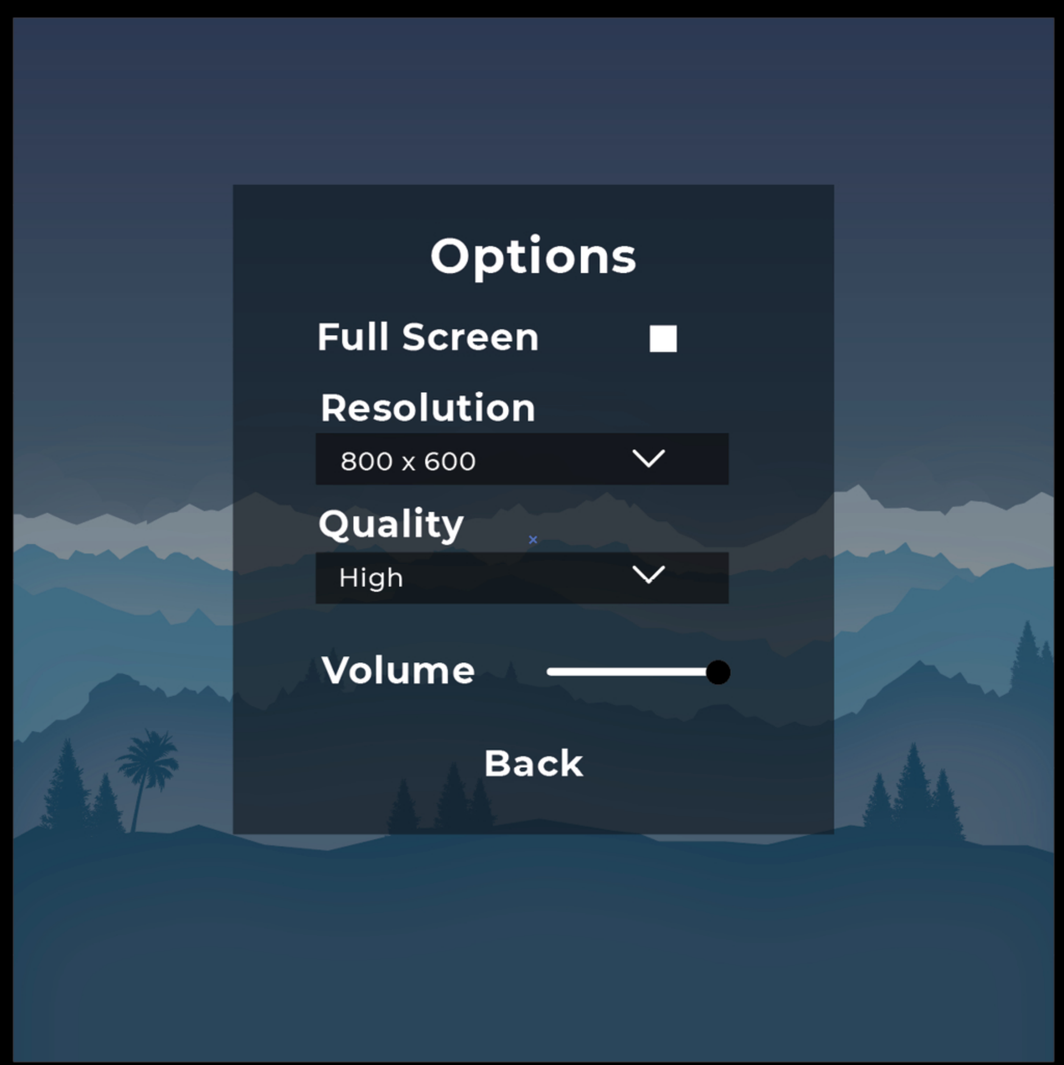
SECTION 4

Ui Designs & Logo

User Interface Design

Experimentation





Final Designs

Logo Ideas

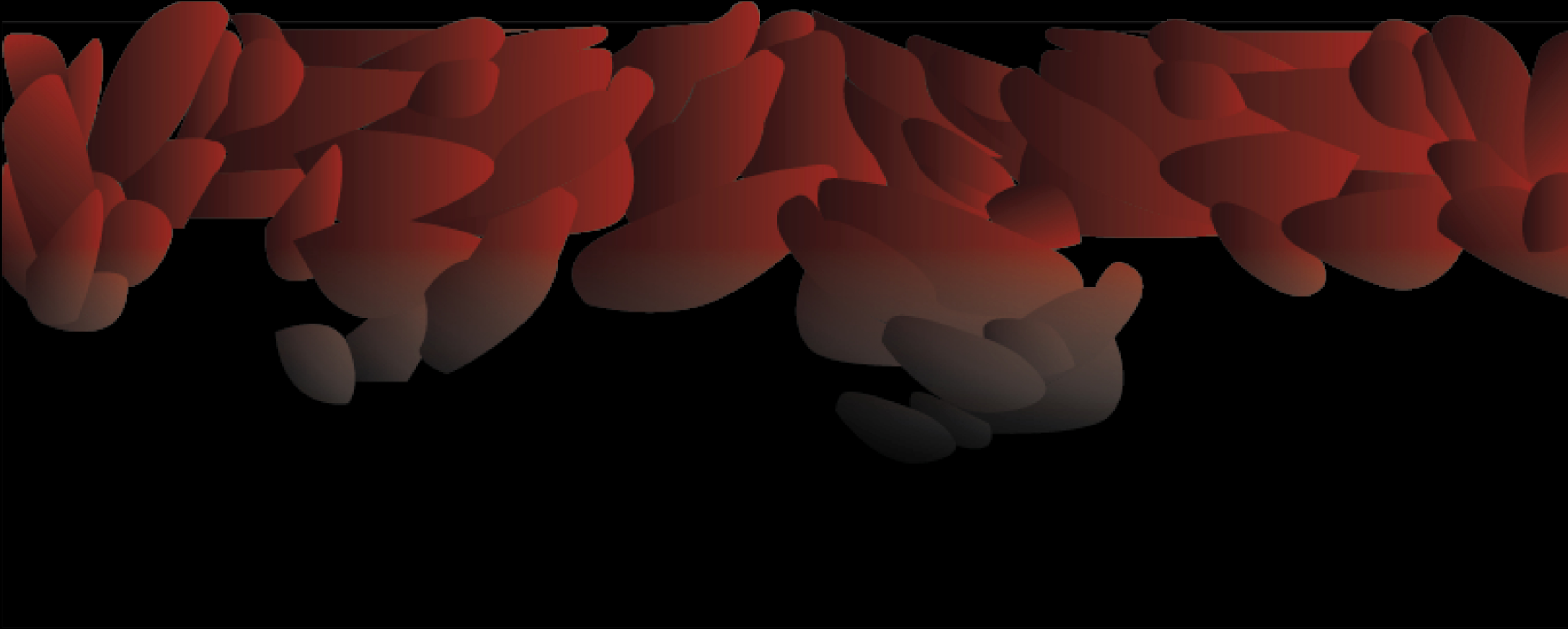
Logo Designs

Final Logo Design Black

NATURALLY A TERRIBLE URCHIN RUINS EVERYTHING

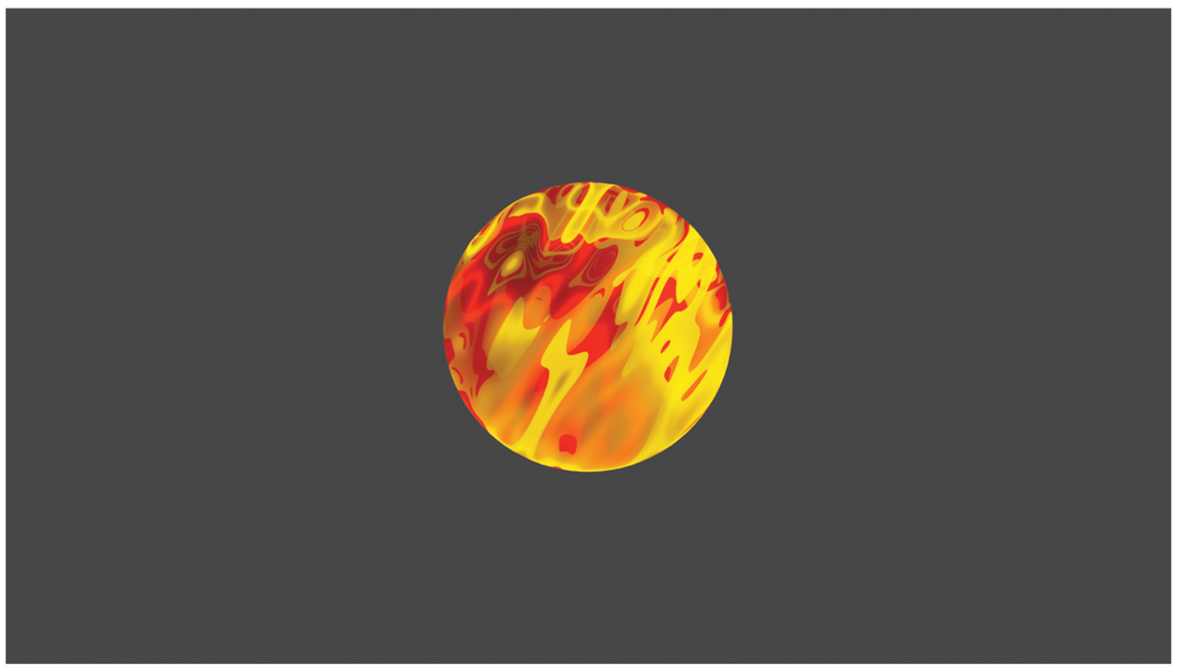
Final Logo Design White

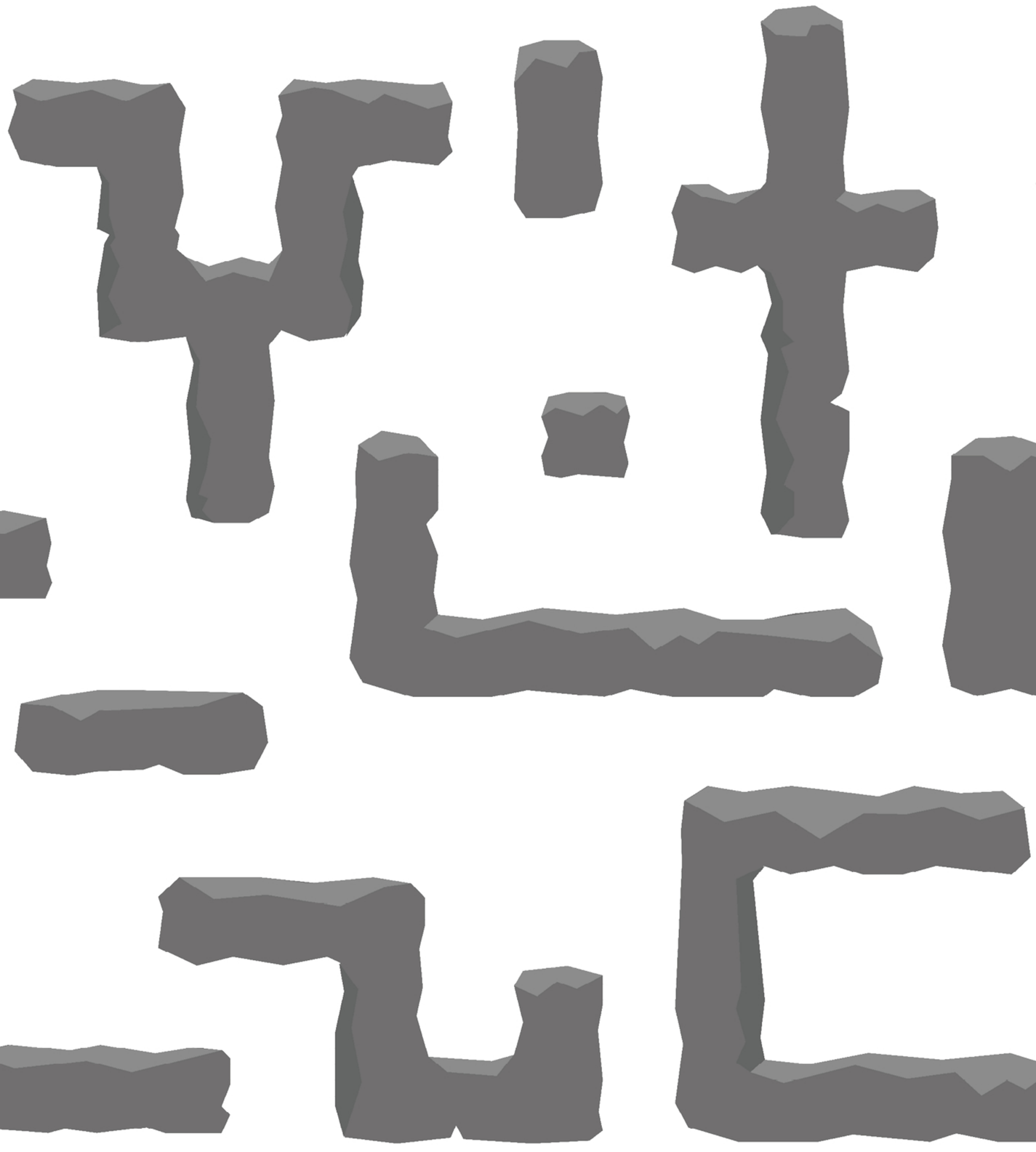
NATURALLY A TERRIBLE URCHIN RUINS EVERYTHING



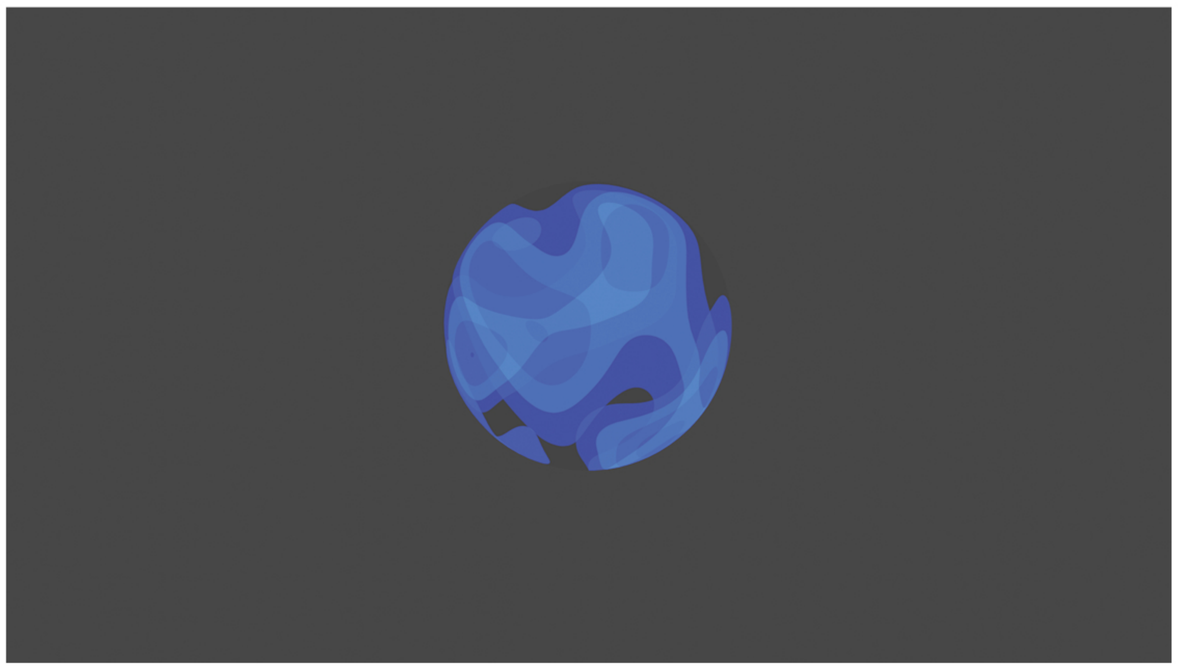
SECTION 5

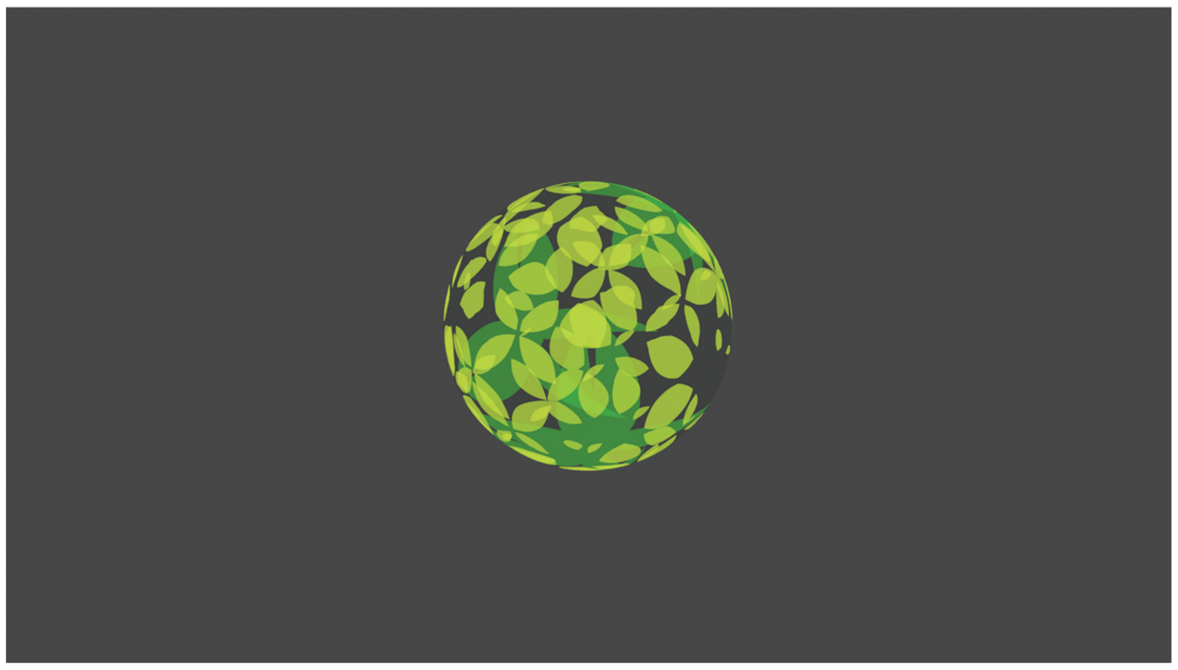
Game Objects

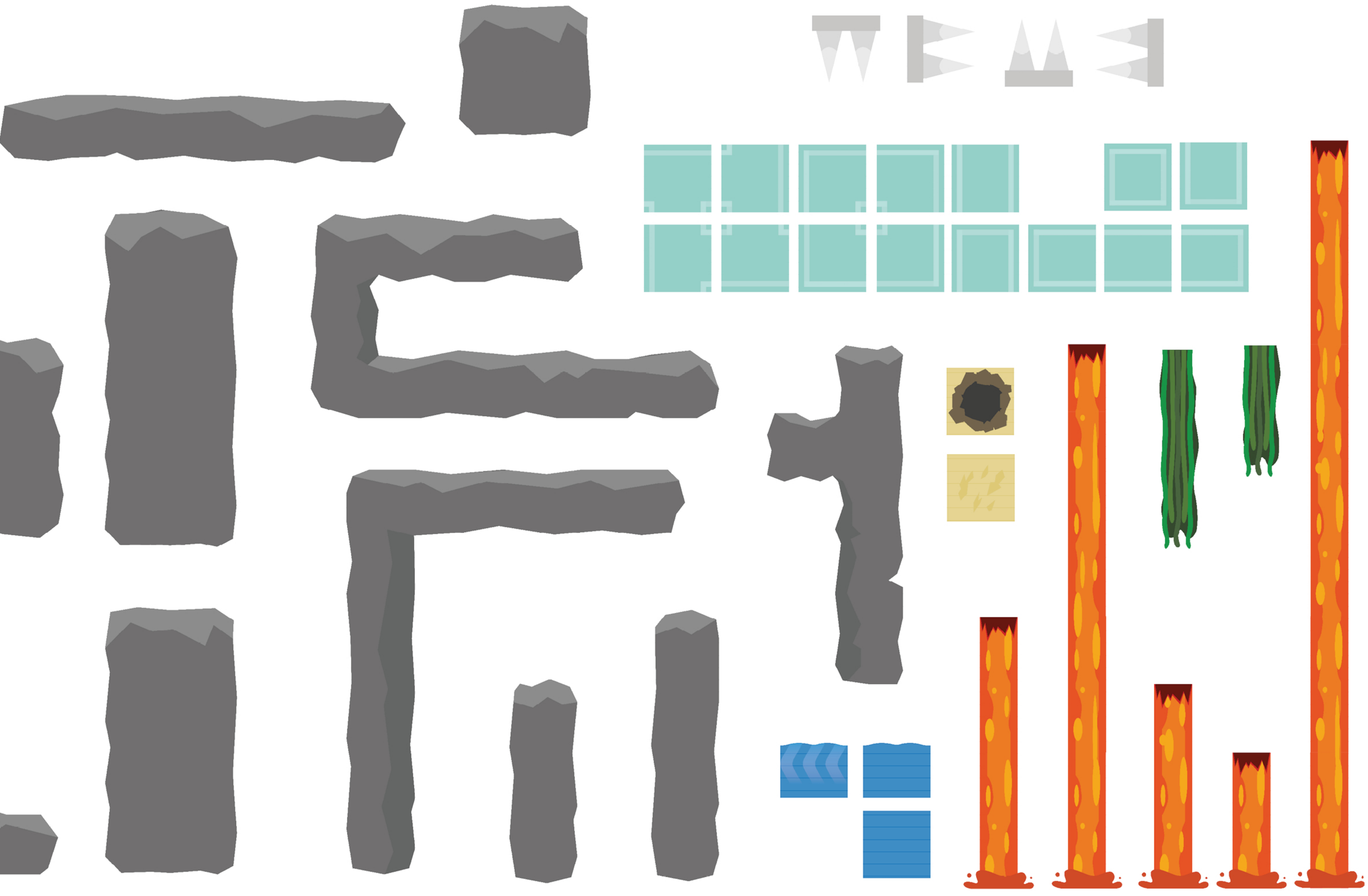




Above one is able to see a variety of interactables, that form part of the interaction system. These objects create a system to define what the player can interact with namely geometry, with the help of an EventSystem. Moreover, one can also witness the game orbs.

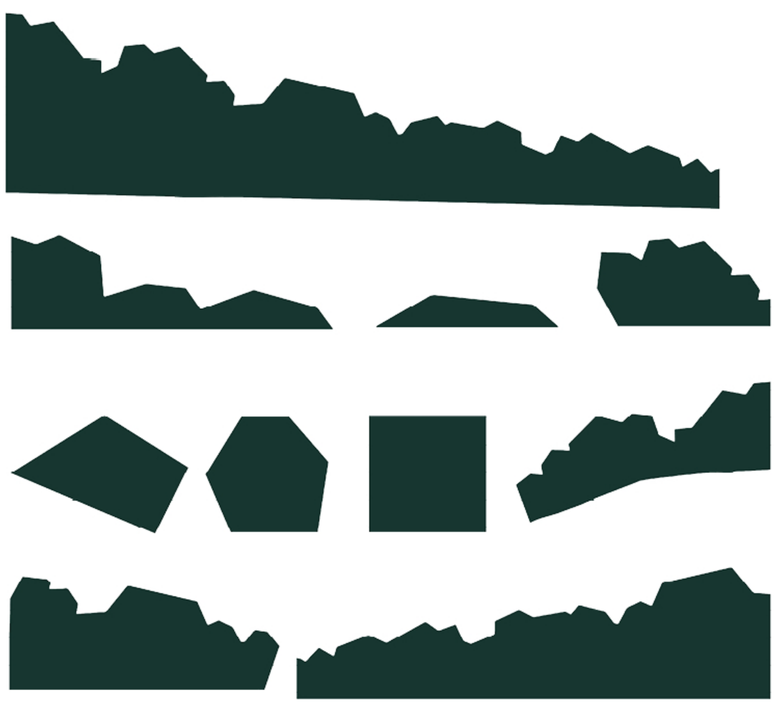




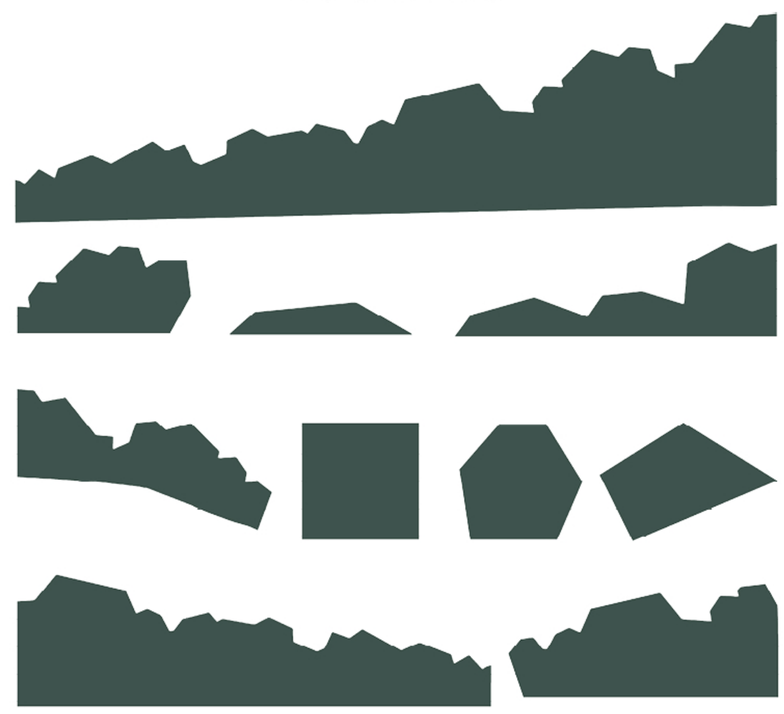


Foreground Object Decorations

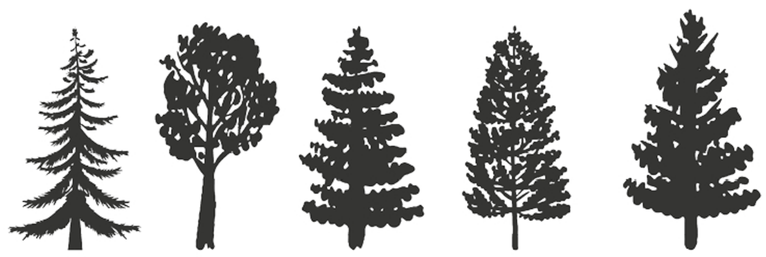
BOULDERS



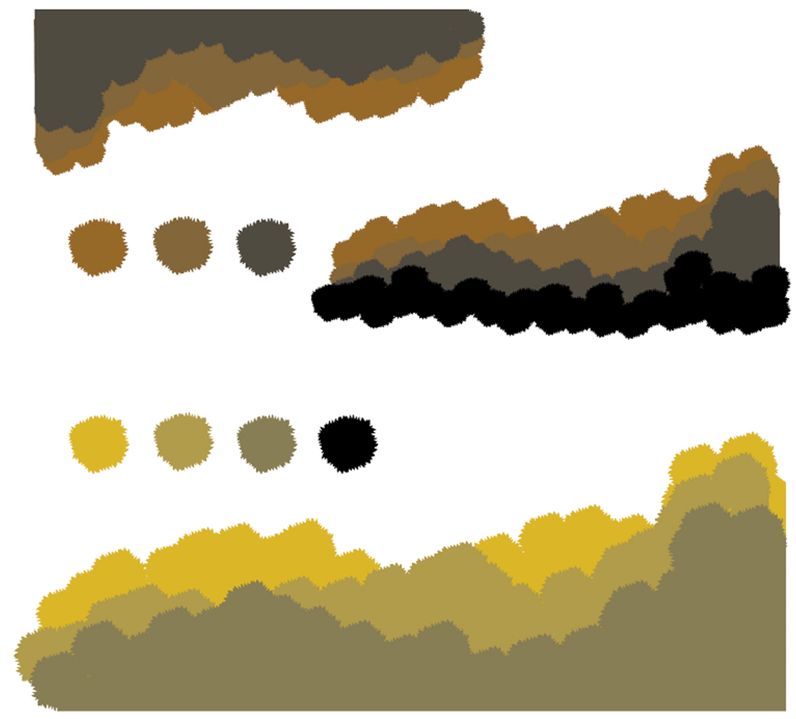
BOULDERS



TREES



LOW BUSH



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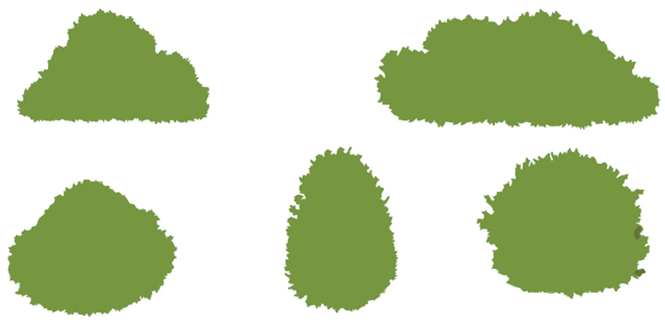
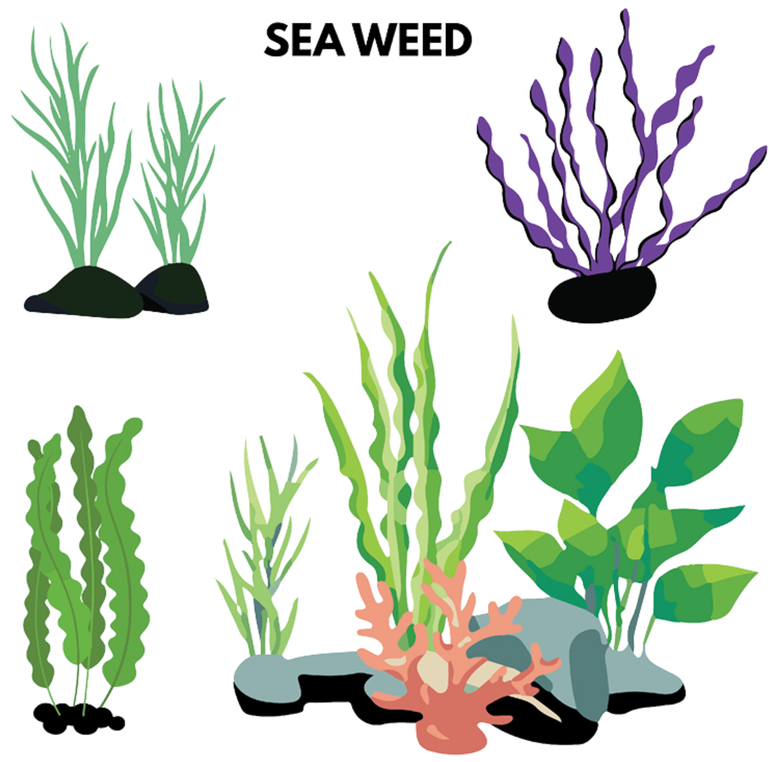


GRASS

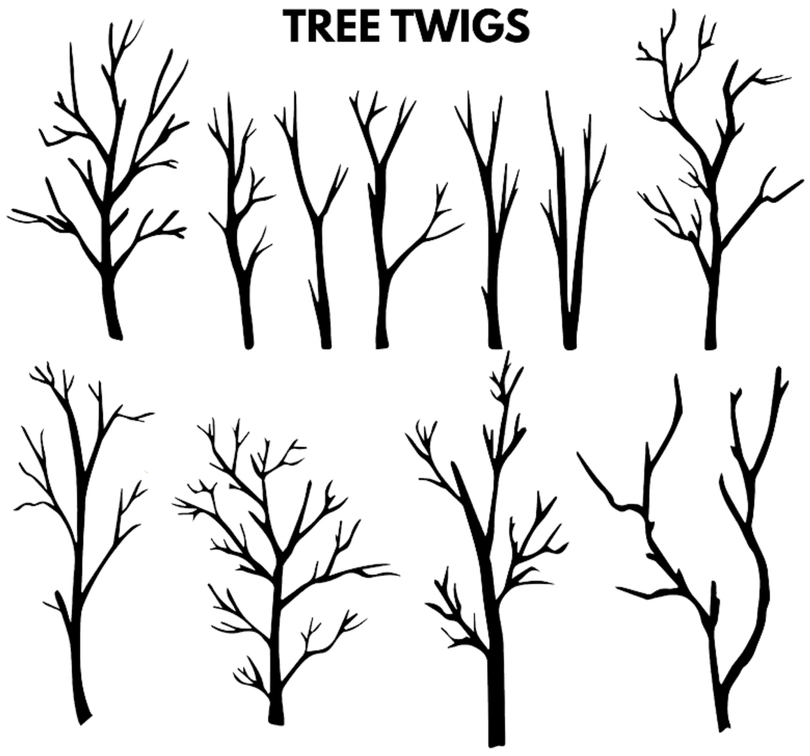
SEA WEED



FLOWERS

BOULDERS

TREE TWIGS



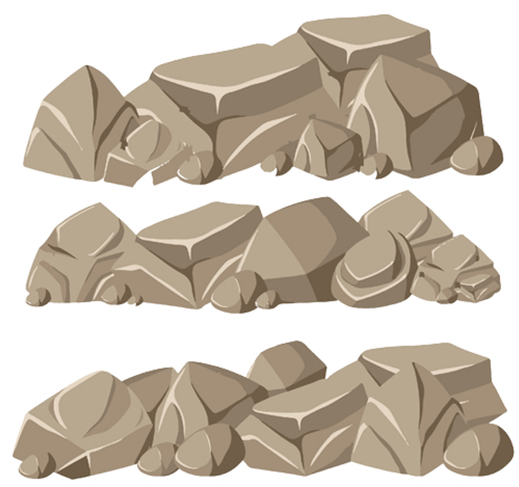
CEMETERY DECO

BRICKS

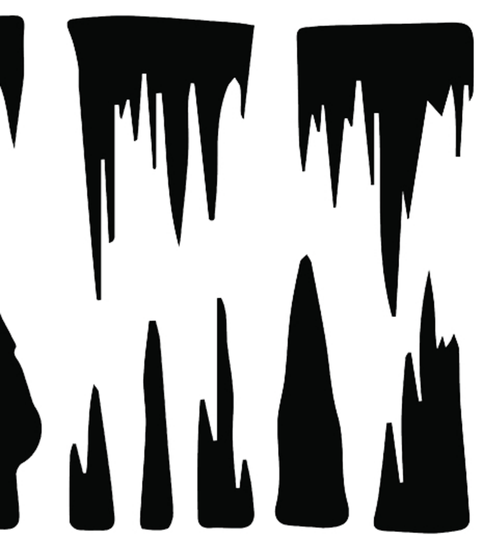
CLOUDS

SAND

ROCK

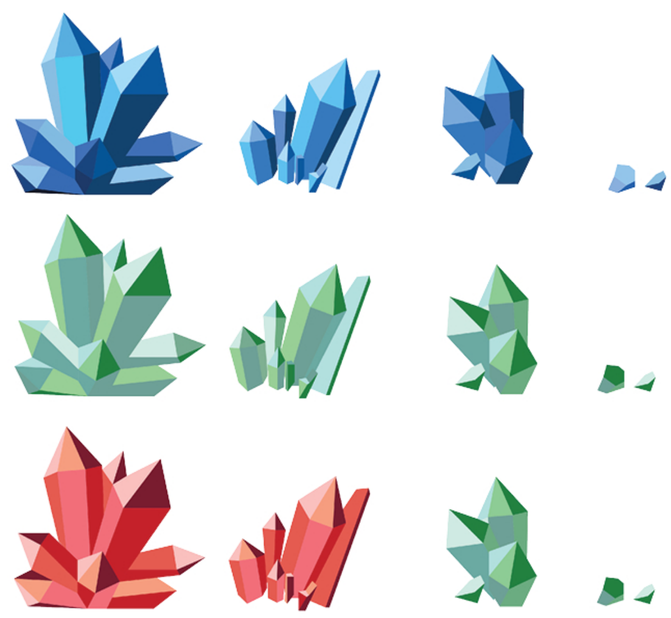


STALAGMITES BLACK



STALAGMITES

CRYSTALS



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Andrew Tanti, Daniel Cutajar, Dante Camenzuli, Fabian Attard, Fabio Girlando, Jeffrey Camenzuli, Maria Camilleri and Michela Mifsud